

The background features a white background with several colorful circles and dashed lines. In the top left, there is a large teal circle with a white center, a smaller teal circle, and a dashed teal circle. In the top right, there is a large lime green circle, a smaller green circle, and a dashed green circle. In the bottom left, there is a large green circle with a white center, a smaller yellow circle, and a dashed yellow circle. In the bottom right, there is a large orange circle, a smaller pink circle, and a dashed yellow circle. A large dashed blue circle is also present, partially enclosing the text.

Level up: gamify your lessons

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What is gamification?

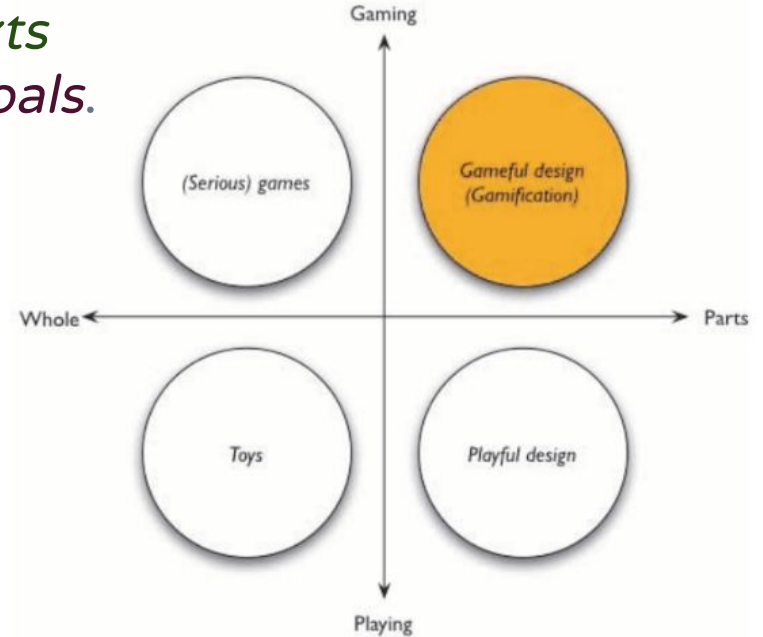
Gamification is the use of *game design elements* in *non-game contexts* to *reach different goals*.

Whole ⇨ Parts

Gaming

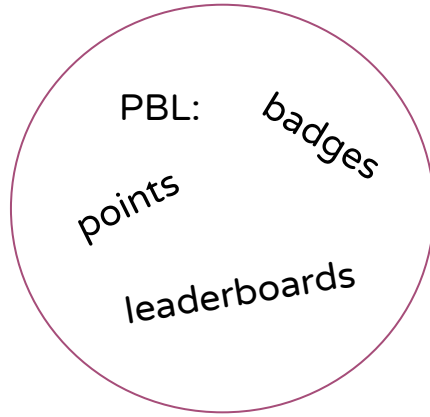


Playing



game design elements

Go to t.ly/FvFHR



content unlocking

levels

quest

countdown
time pressure

cooperation

status

narrative

Easter egg

progress bar

avatar

ownership





non-game contexts

business

professional development

HR

health care

business

customer service

politics

education...

goals

motivation
engagement

assessment that
supports learning

learner autonomy

differentiation
individual learning paths

21st century
skills development

experiencing competence
self-knowledge

Solutions for grading

- point collecting methods based on gamification -

"Dear Students,

You can collect points in four or five weeks depending on the length of the topic. At the end of this period you get a grade based on your points in the following way:

0-699 points = grade 1 (fail)

700-899 points = grade 2 (pass)

900-1099 points = grade 3 (so-so)

1100-1599 points = grade 4 (good)

from 1600 points = grade 5 (Master)

and from 2000 points = 5* (Super Master :))

You can collect points in the following ways:

- the final test is always worth at least 1000 points
- point collecting minis in the beginning of lessons
- homework
- classwork
- online tasks
- above 2000 points you can collect Super Master points
- you can also get grades for the Super Master points or buy:
 - 200 points = a yes-no question in a test
 - 400 points = an extra day in a deadline
 - 800 points = 5 minutes chosen class activity
 - 1600 points = grade 5 OR a game lesson for you
 - 5000 points = in class activity for the whole group (game class, pizza ordering etc.)
 - 10000 points = out of class activity for the whole group (going for ice cream during the lesson, excursion in the afternoon etc.)"

What goals can be reached using this?

Further game elements: Badges



Mathematics II: Solid geometry

Achieve mastery in all skills in Mathematics II: Solid geometry



Mathematics III: Advanced equations & functions

Achieve mastery in all skills in Mathematics III: Advanced equations & functions



Hour of Webpages

Complete the Hour of Webpages for Hour of Code!



JS: Drawing

Complete the drawing tutorial in Intro to JS



Excellent Teacher

Post 5 answers that earn 3+ votes



Astute Analyzer

Evaluate 30 projects



Fact Checker

Have a video clarification officially accepted



Like Clockwork

Watch part of any video or work on any skill each day for 15 consecutive days

Leaderboards



Source: motimore.com

Content Unlocking (& Cascading Information Theory)



Reflect points

4 questions

[Practice](#)



Determine reflections

4 questions

[Practice](#)



Determine reflections (advanced)

4 questions

[Practice](#)



Reflect shapes

4 questions

[Practice](#)



Advanced reflections

4 questions

[Practice](#)

“You can go to the next practice part only if you have finished the previous one.”

Source: [khanacademy.org](https://www.khanacademy.org)

Levels

“



Source: Move it! app

Quests



Source: www.classcraft.com

Narrative

ZOMBIES, RUN!

Progress bar

Countdown /
time pressure

Question 5 of 16

1 point

Fill in the blanks:

$$\frac{2 \cdot \sqrt{5} + 3 \cdot \sqrt{3}}{\sqrt{5} - \sqrt{3}} - \frac{4 \cdot \sqrt{5} + \sqrt{3}}{\sqrt{5} + \sqrt{3}} = \boxed{} + \boxed{} \cdot \sqrt{15}$$

< Prev

Next >

Status

Time left: 43:17

[Pop up instructions](#)

Questions

- Question 1
- Question 2
- Question 3
- Question 4
- Question 5
- Question 6
- Question 7

Status

GRADE 9

Topic	Functions					
Grade	5*	5	4	3	2	1
Title	True Origin-al	X-Factor	Function Fighter	Desperate Derivative	Raging Range-hater	Petrified Plotter

Topic	Triangles, quadrilaterals, polygons					
Grade	5*	5	4	3	2	1
Title	Ace of Shapes	King / Queen of Lines	Jack of Squares	Trying Triangle	Passing Parallelogram	Anti-Thales-ist

Topic	Equations, inequalities, simultaneous equations					
Grade	5*	5	4	3	2	1
Title	Inequality Ideologist	X-pressionist	Absolutely Absolute	More-or-less Understanding	Algebra Anarchist	Numbered-out No-solution

Topic	Congruent transformations					
Grade	5*	5	4	3	2	1
Title	Reflection Perfectionist	Wise Vector	Great Glider	Sardonically Symmetric	Dizzy Rotator	Anxious Axial

Source: Szabolcs Simon

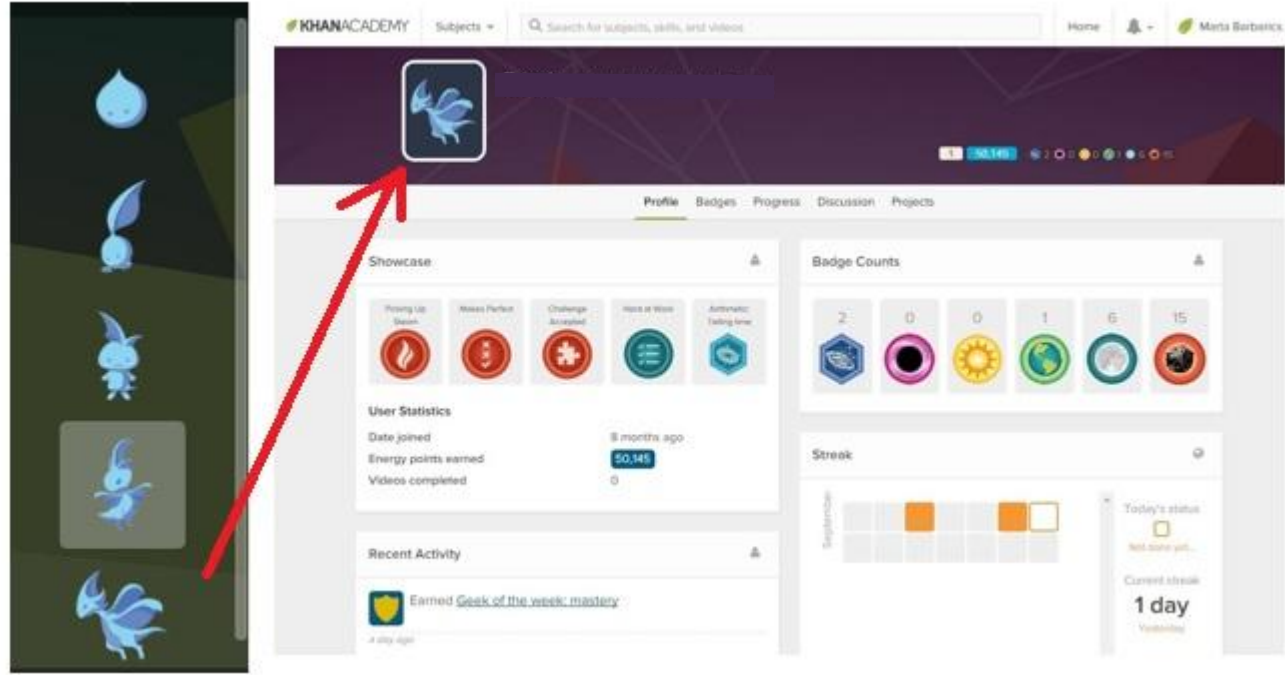
Ownership

Each student is responsible for a number and they have to create a poster containing as many forms of that number as possible.



Source: [Anna Kiss](#)

Avatars



Source: www.khanacademy.org

Easter egg



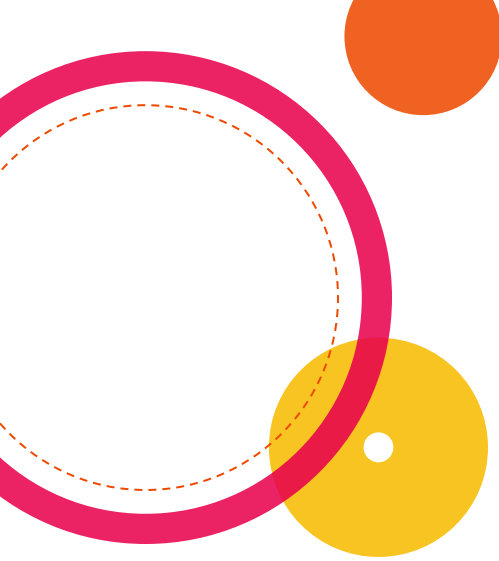


Cooperation (vs collaboration)

“The text consists of three parts. Find who have the two other parts of your story. When you have found them, put together your story. It will contain three characters. Choose a character, and you will have to solve the common problems from that role.”

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Summary Kahoot! game



*Which game design
elements would you use
and how?*

points

badges

content unlocking

levels

Easter egg

leaderboards

cooperation

quest
countdown
time pressure

avatar

status

progress bar

ownership

narrative

“

Q & A and feedback:
go to t.ly/cwGXQ

