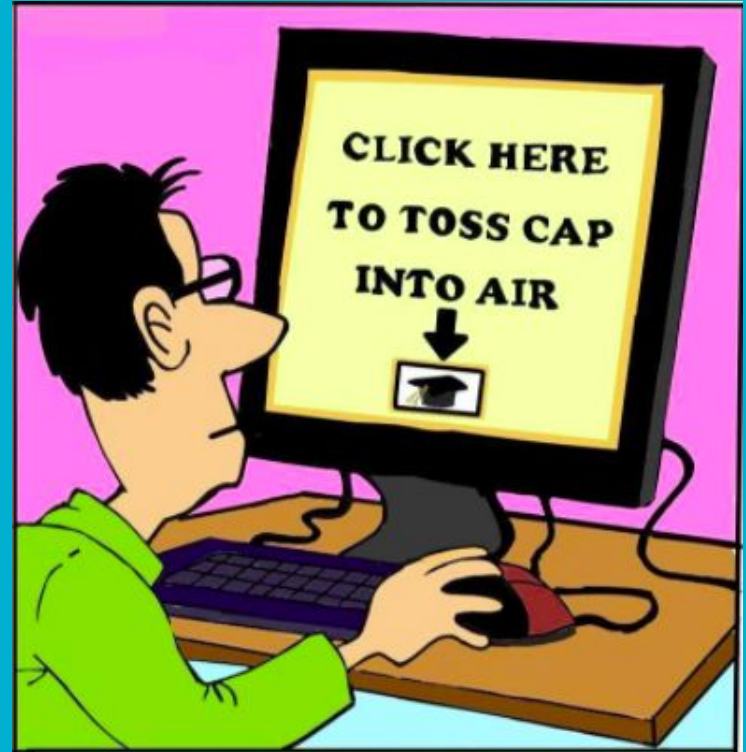


The Gamification of Online Lessons



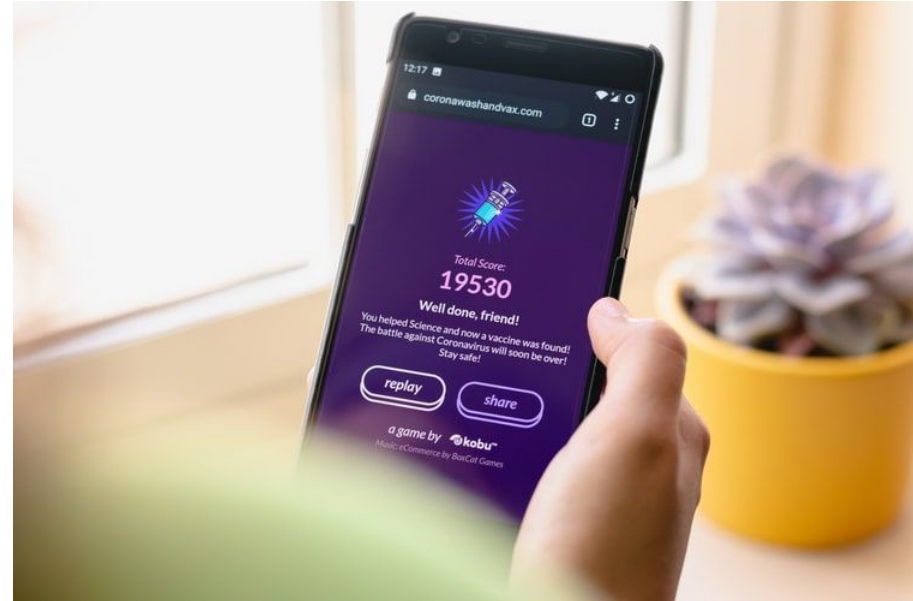
Richard Neylon

1. What are the Issues in Our Online Classrooms?



Overview:

- 1.What is Gamification?
- 2.How we can apply it to the Language Classroom?
- 3.Examples
- 4.Reflection



What is Gamification?

The application of typical elements of game playing (e.g. point scoring, competition with others, rules of play) in non-game context.

Using elements of games to encourage **ENGAGEMENT**.



What is a game ? The 4 Cs

1 Contrivance

The “**magic circle**” is the space in which the normal rules and reality of the world are suspended and replaced by the artificial reality of a game world.

2 Conflict

- A goal with obstacles in the way.
- A conflict against a team or your previous score.
- Limited resources to overcome.

3 Control

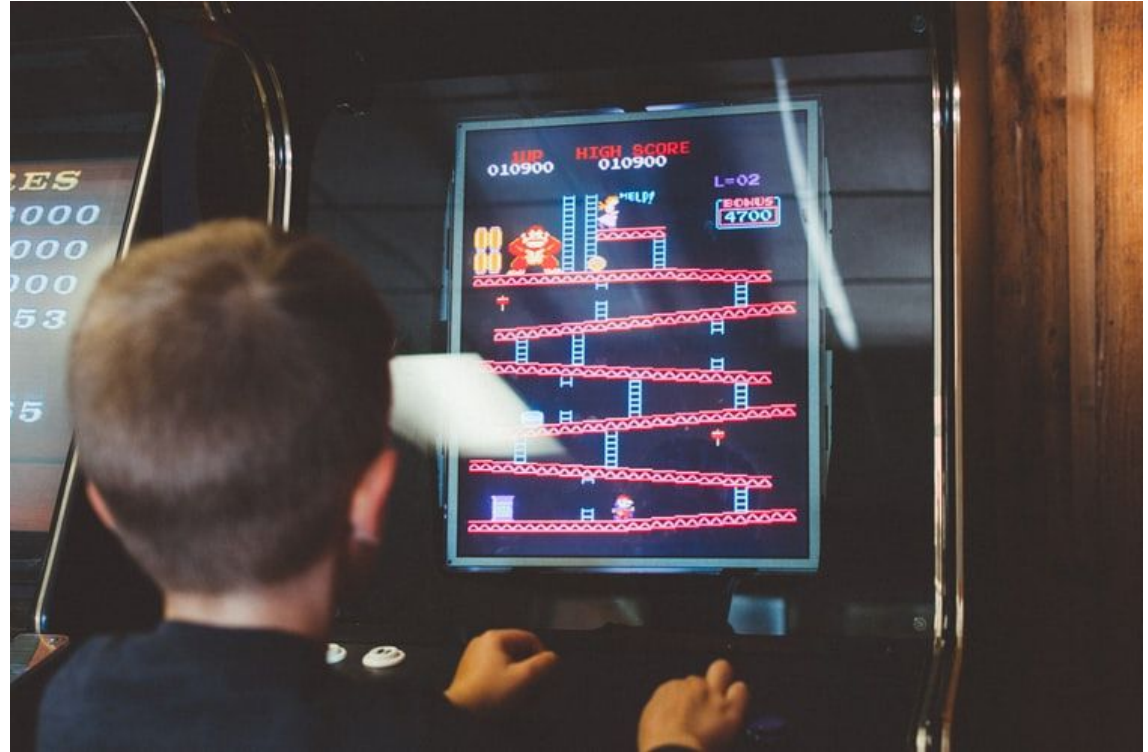
Agreeing to rules/roles. Taking turns. Making moves. Keeping track.

4 Conclusion

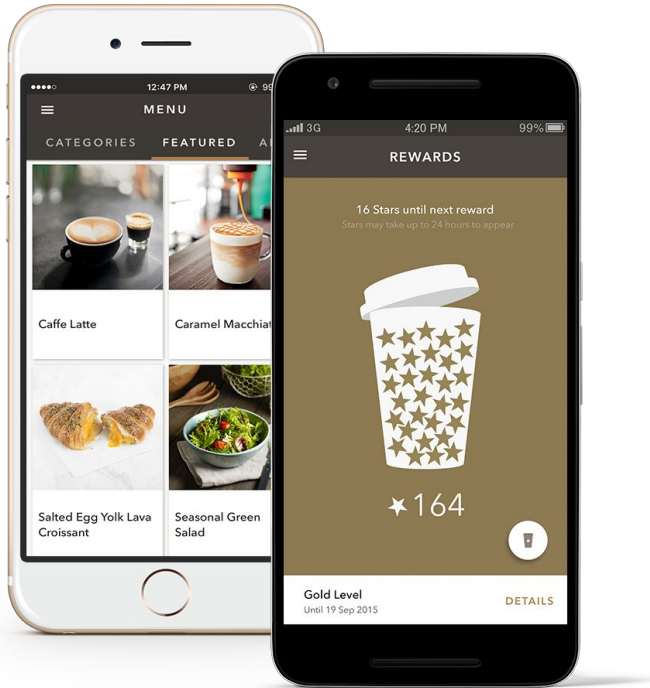
How does the game end?

Elements of Games that Engage and Motivate.

1. Points
2. Badges
3. Leader boards
4. Levels
5. Challenges



Gamification in our Daily Lives



Gamification Online:

NOV
20

The Six-week Holiday Challenge!

Public · Hosted by Joel Fuhrman, M.D.

Join

Maybe

...

🕒

November 20, 2010 - December 31, 2010
Nov 20, 2010 at 8:00am to Dec 31, 2010 at 11:30pm

My challenge to you this holiday season:

- Eat a large salad every day
- Enjoy a generous serving of steamed greens with mushrooms and onions
- Satisfy your sweet tooth with three fresh fruits a day
- Have at least one fulfilling serving of beans each day
- Avoid white flour
- Avoid sugars & artificial sweeteners

The six week holiday challenge will begin on November 20th and go through December 31st; with the official kick-off on Saturday, November 20th. Stay tuned to <http://DiseaseProof.com/> in the weeks to come to be inspired and motivated by the line-up of guest authors!

Commit to the challenge at <http://www.drfuhrman.com/shop/benefits.aspx> and learn the details - including free gifts and a video contes... See More

GUESTS

1.7k

went

139

maybe

1.2k

invited

SUGGESTED EVENTS

See More

Montreux Jazz Festival 2015, ...
Sat Jul 4 in UTC+02 at Montreu...
2 friends are going
Join · Maybe

Street Food & Hip Hop ★...
5:00pm in UTC+02 at Cercle d...
2 friends are going
Join · Maybe

— 뭇 FESTIVAL DU JARDIN...
Friday in UTC+02 at Jardin Ang...
2 friends are going
Join · Maybe

Result: 1000 were people invited, 1700 people showed up.

Gamification Online:

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ARE YOU OUR BIGGEST FAN? Win Ipad 3 with RealEstate.com

1 Like RealEstate.com on Facebook 2 Contribute through posts, comments and likes. 3 Receive points for the quality of your participation.

Top Fans Top Friends April, 2012

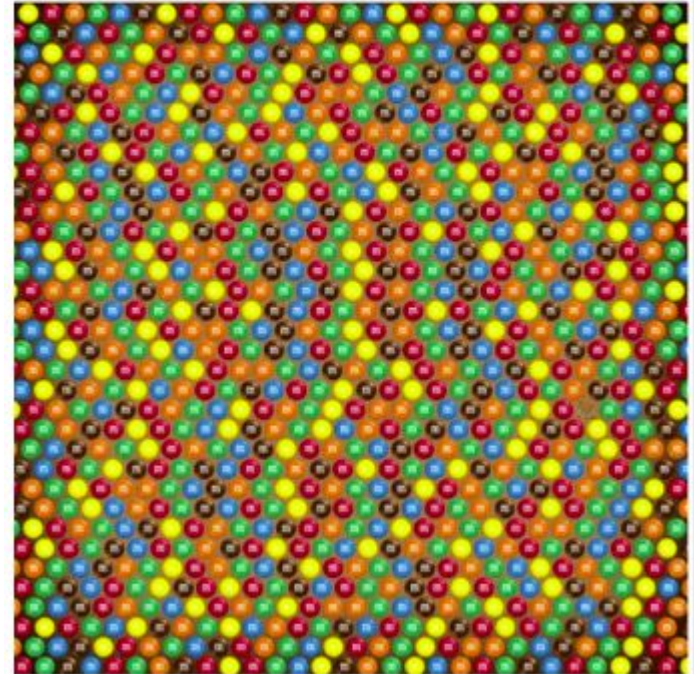
1		Isaac Elliott	15 pts
2		Rosy Saadeh	12 pts
3		Linda Ishaghoff Kermanshahchi	10 pts
4		Gordy-Andy DeLeon	7 pts
5		Amy Mooney Hahn	6 pts
6		Georgia Elite Realty	6 pts
7		E-Title Solutions	5 pts
8		Evelyn Soto	5 pts

Admin Options
View Dashboard Recognize | Tweet | Share

 You are not ranked for this period. Participate to earn points.
Tweet Share



Oh no! I've lost pretzel guy! Can you help me spot him? - Orange



Like · Comment · Share

26,783 11,459 6,302

Why Use Gamification in Our Classrooms?

1. Increased intrinsic motivation
2. Something different
3. Help integrate new students
4. It's what we are up against



The Competition

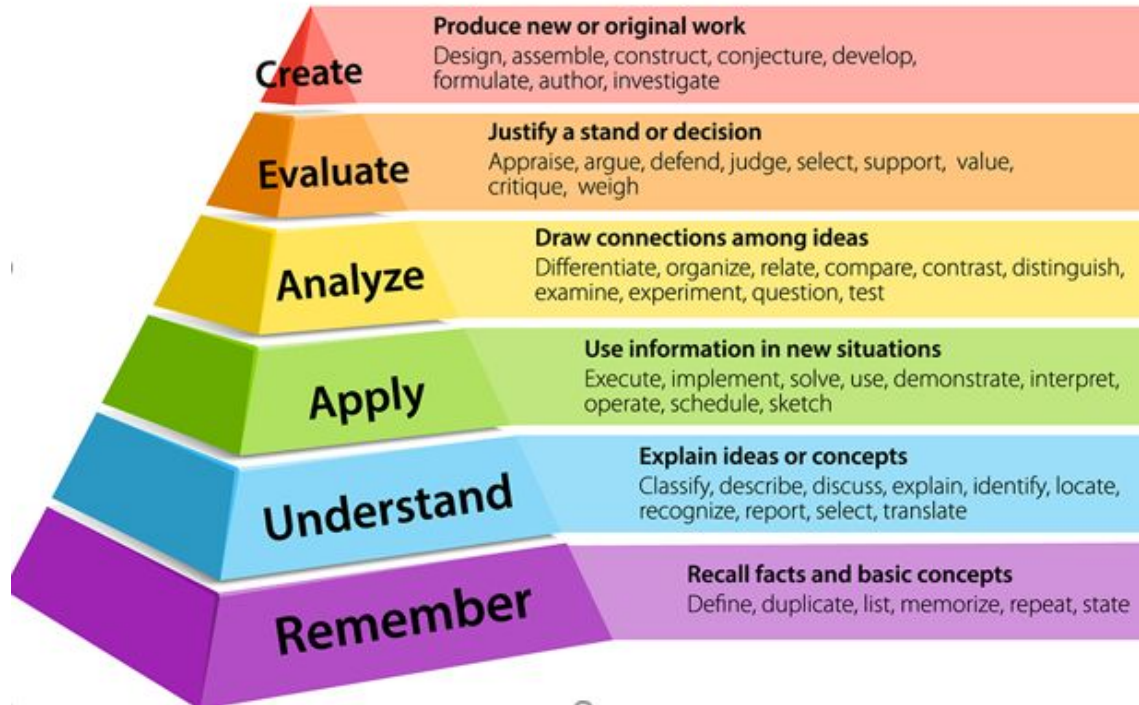


What is Gamification in the Language Classroom?

HOW TO **GAMIFY** YOUR ESL CLASSROOM

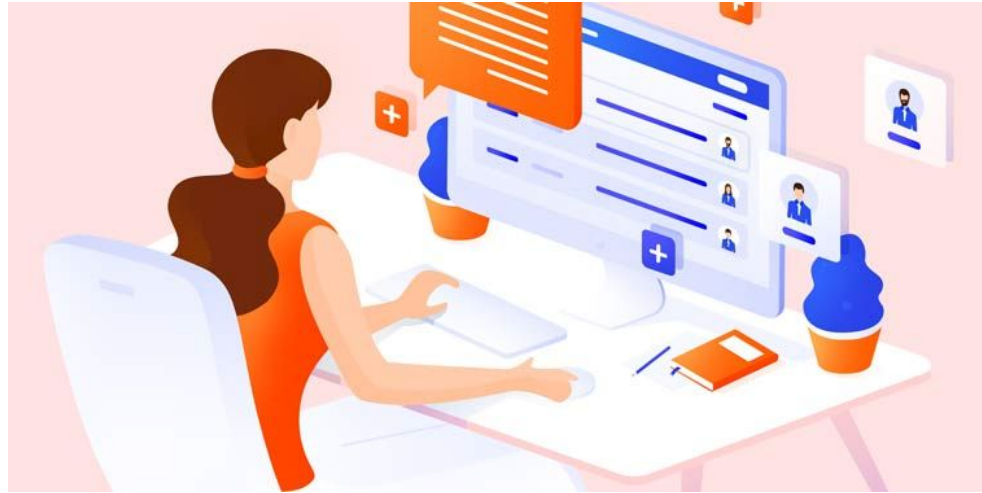


Bloom's Taxonomy and Learning Objectives



Examples

1. Using Kami for Exam Classes.
2. PowerPoint Game
3. Vocaroo Challenge
4. Quizzez



Fun?

- Fun is subjective.
- Aim for engaging.



Avoiding the Pitfalls of Gamification

1. If you don't get buy-in, the activity can drag.
1. The novelty wears off.
1. Fun things are less fun when they are a requirement.



Reflection:

1. I want to try.....
2. I want to learn more about...
3. I already.....

