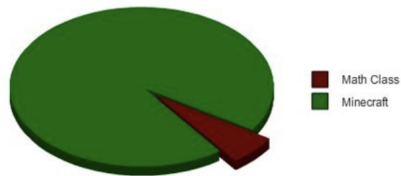


How I Learned How To Count By Multiples Of 8



EDUC 88S: Gamification in Education: making learning fun Spring 2024

Instructor: [Sharon Zhao](#) ([My projects](#))

Faculty Mentor: [Dr. Gregory Chung](#)

Time: Thursdays 1:00 - 1:50pm | **Location:** Moore 1048 | **Email:** sharontzhao@g.ucla.edu

The best way to contact me is via my ucla email, please allow 24 hours for response.

There isn't a specific time for office hours, If you want to chat with me, feel free to sign up here:

<https://calendly.com/sharontzhao/office-hours-for-educ-88s>

Course Description:

Do you like playing kahoot and jeopardy during class? Did you like to play Minecraft when you were a kid? Do you think League of Legends can educate you? Throughout the course, different stages of educational game design will be introduced, including design principles based on theories of learning and motivation, gamification strategy application, game effectiveness evaluation, use of games to measure knowledge and skills, and user testing. By the end of this course, students are expected to design their own educational game or present an existing game based on the methods they learned. Readings, discussions, and peer-reviews will be used to guide students and help them make iterations for their proposed projects. Students will also be evaluating the benefits and challenges of their proposed education games after the design process. Students from all majors are welcome to participate, and they are encouraged to apply course learnings to real world educational scenarios.

Learning Objectives:

- Understand gamification concepts for different kinds of learners and topics
- Compare and contrast different kinds of gamification methods; identify advantages and problems faced by existing methods
- Identify potential ways of gamifying educational topics, connecting topics in reading materials to real life situations
- Create different types of games for learners from different backgrounds, ages, and groups

- Apply concepts and methods learned in class to learners within the community
- Develop personal understanding of gamification concepts and methods

Course Structure:

1. **Seminar:** 1 hour per week seminar. Attendance is required. If you need to miss a seminar, please tell me at least 1 day in advance, or else your points will be deducted. To make up for attendance, you can complete a 1 page reflection paper on the topics covered that week. You cannot miss more than 2 seminars.

Discussion forum posts:

We will have 5 posts for assignment for the quarter. In that week, the question for discussion will be posted right after class, and you have until the next class to finish your response. The posts should be directly related to course content taught that week.

2. **Course Readings:** Readings are essential for your discussion during class. You will not be tested on the materials in readings, but reading them helps you understand course materials better and engage in discussions.

3. **Opening Presentations:** at the beginning of each class, a student will be selected to present a one minute presentation on the weekly discussion forum topic as the starter for the seminar discussion. Each student will be selected once during the quarter, volunteering is encouraged!

4. **Final Project:** your final project will be a poster. The poster should include concepts and frameworks learned from the previous 9 weeks. You can select any game that you love or are interested in. You can use the template provided for design or feel free to make your own design.

Possible topics:

- *Evaluating a popular educational game. How does it gamify knowledge? Why is it so popular?*
- *Evaluating any kind of game that you like. How does it educate its players? How will you make it more educational?*
- *Designing your own educational game. What kind of knowledge do you want to teach? How does the game work?*

Grading:

50% Attendance & Participation

- 30% seminar attendance (10 seminars* 3 points)
- 20% discussion forum weekly post (5 posts* 4 points)

50% Final project

- 40% project submission
- 10% peer review post

Percentage	Grade
73% - 100%	P
0% - 72%	NP

Materials:

There is no textbook for this class. We will discuss papers, book chapters, online articles, and game websites together. All course materials will be posted on Bruinlearn each week in advance.

Tentative 10 week schedule:

Week	Topic	Readings and Assignments
1	Introduction to Game-based learning in education • Definition and principles of gamification • Introduction to gamification in the field of education • Examples of gamification in education	Watch: The Power of Gamification in Education Scott Hebert TEDxUAlberta Assignment: Self Introductions
2	Student Motivation and Engagement • Understanding student motivation and engagement • Identify who are your learners • How gamification enhances student motivation and engagement • Applying gamification techniques to different age groups and subject areas	Readings: Paper: Does educational gamification improve students' motivation? If so, which game elements work best? Paper: The Dark Side of Gamification: An Overview of Negative Effects of Gamification in Education Assignment: Discussion forum post: How does a current educational gamification product promote user engagement?
3	Guest Lecture: Gamification Application by Yasushi Oh, UCSD	Assignment: Discussion forum post: Upload your sketches made during class and react to other people's sketches!

4	Gamification Strategies • Point systems, leaderboards, badges, quests, and other gamification techniques • Classroom Activity application • Common technology based approaches: Video games, interactive media, AR/VR, chatbots, tangible products	Watch: Gamifying Education - How to Make Your Classroom Truly Engaging Read: Online article: 29 Gamification Tools to Jazz Up Your Learners in 2024 Assignment: Discussion forum post: If you are going to teach a course related to your major, which strategies will you use to gamify it?
5	Gamification Strategies • Choosing the right gamification strategy for your educational goals • Creating effective gamification mechanics	Watch: 5 Gamified Apps That Will Make You Rethink UX Readings: Online article: Gamification For Learning: Strategies And Examples Assignment: /
6	Assessing Gamification Effectiveness • How to measure the effectiveness of gamification • Using data to improve gamification techniques • Ethical considerations in gamification	Readings: None Assignment: Discussion post on assessing a game
7	Assessing Gamification Effectiveness • Mock-up your own activity to collect feedback • Collect data from peers to measure the effectiveness of gamified project • Develop game-based indicators for learning	Readings: Paper: Analysis of Gamification in Education Assignment: Project proposal (1 page)
8	Usability Testing and Research for educational gamification • Interview specific users to test educational	Readings: Paper: The Gamification of Learning: a Meta-analysis

	gamification project • Create user personas for your game • Make iterations on proposed gamified education project	Assignment: Project rough draft
9	Final Project preparation (No Class Meeting, schedule 1v1 appointments with me if you want) • Prepare for final presentations • Peer review proposals	Readings: None Assignment: Work on final poster session
10	Final Projects and Presentations • Applying gamification principles to a final project • Presenting and sharing final projects • Reflection on learning and future gamification strategies	Readings: None Assignment: Peer review post
Final Week	Prepare for your other final exams!	None

UCLA Student Support Resources:

Accessible Education & Accommodations

Students needing academic accommodations based on a disability should contact the Center for Accessible Education (CAE) at (310) 825-1501. This is especially important if you require accommodations in the Zoom session, such as real-time captioning, sign language interpreters, or alternative formats of the reading materials. In order to ensure accommodations, students need to contact the CAE within the first two weeks of the term.

Counseling and Psychological Services (CAPS)

Some of the material discussed in class can include sensitive material that may impact the mental health of students. If you believe that you or a peer are in need of psychological counseling, please contact CAPS immediately. CAPS provides both drop-in sessions at a variety of locations (including the Transfer Student Center on T/Th from 1-3PM) at no cost or appointment, as well as four free sessions an academic year.

Title IX

If you believe that you or a peer is a victim/is currently experiencing gender discrimination, sexual violence or sexual harassment, please report it directly to the University's Title IX Oce, 2255 Murphy Hall, titleix@conet.ucla.edu, (310) 206-3417. Both Title IX and UCPD offices may be required to pursue an office investigation. Students who have questions about the rights of pregnant/parenting students should contact the Title IX Office as well. The Title IX Office can assist students with reporting options and identifying resources if they believe their rights have been violated. This is non-confidential.

CARE Advocacy

Office for Sexual and Gender-Based Violence, 1st Floor Wooden Center West, CARE
advocate@careprogram.ucla.edu, (310) 206-2465. This is confidential.

Academic Achievement Program (AAP)

AAP is a program that supports students from historically underrepresented groups in higher education.

UCLA Undergraduate Writing Center

As part of UCLA Writing Programs, the Undergraduate Student Writing Center's mission is to enrich the education of undergraduate students in all disciplines through individualized consultations on writing. Visit the Writing Center for help preparing your writing assignments.

Bruin Resource Center (BRC) & Community Centers

BRC has many resources for all students, particularly focusing on foster youth, students with dependents, transfer students, undocumented students, and veterans.

- Black Bruins Resource Center
- Transfer Student Center
- LGBTQ Resource Center
- Veterans Resource Center

Undergraduate Student Initiated Education (USIE)

This seminar is taught through the USIE program under College Honors Programs. If you enjoyed this seminar or see yourself facilitating one in the future, please check out the USIE Application Website and Honors Programs at UCLA for more information!