

Session: Power Up Your Classroom with Gamification

Dr. Leigh Zeitz

(Matt's Notes)

This session covered the basics of classroom gamification and introduced a template for organising class/ subject gamification structure to reward learner progress through badging and levelling up. We began planning a gamification structure for one of our units of learning.


I chose Cybersmart - Effective Blogging/ Smart Relationships - I don't think I'll get very far in this session, but I got some really great ideas and a bunch of resources to work on something like this in the future. I think there is potential for gamifying the sharing of comments or for replying to comments on blogs, as well as posting quality blog posts in the first place.

I also think there is some great (probably better) potential for teachers to gamify other parts of their programme; subject learning or class behaviour etc. So perhaps simplifying the process as a facilitator over a short period, and using it as a model for teachers to recreate in an area of the class they need. Perhaps a template or something.


Some other quick thoughts

- Points. Need to be public. Do they build forever or reset?
 - Could use forms -> Sheets -> creating public view of a table on sites?
 - Would it be possible for each submission to have a random reward aspect (like a dice roll) i.e. every entry earns a dice roll - lucky roll means more points, creates a sense of randomness than just fastest wins/ earns most points
 - Maybe autocrat, or Formmule or something
 - What is the end game here for a facilitator run gamified experience like this?
 - Probably badges? Online certs? Online Prizegiving?
- Using AI to create missions - i.e. Adobe Animate characters reading the mission brief or challenge

Info Resource

 Gamification - Resource Page - Level Up Learning

Planning Template

 ISTE Structural Gamification Worksheet