

Gamification notes

“Instead” of grades, giving a leveling structure.

- Leveling up structure extrinsic instead of intrinsic motivation
 - How do you create the internal drive.
- It is a recognition of things that are already happening in the classroom
- Naturally competition will emerge.
- Easier to get from level 1 to level 2 than from level 59 to level 60
- Students who has an F in a class and then for some reason does an assignment... “what’s my grade?” well still an F. Kid feels dejected and doesn’t want to pursue. Kid who has an A turns in an assignment... still has an A.
 - Where is the progress?
 - If points earned leveled the student so they can feel like they are getting somewhere even if they have an F.
 - Still based on points. Having 500/500 is an A and 300/500 is a D but I can set my levels that 30 points is level 2 and 150 points is level 3 and 300 points is level 15.
 - I can still assign that kid ultimately a D, still a cutpoint for grades is how many points you’ve earned by this point
 - Take the conversation away from the grades though and focus on what the kid has learned and what goals they have to move forward.

Achievements

- Giving students achievements for doing different things.
- Instead of extra credit they have different things they can do above and beyond and aim for. Get a badge for their avatar page to display what they’ve accomplished
- Clever names for the achievements
- A way to acknowledge skill levels
- Encourage kids to collaborate
- Students have the option to get the achievements, they are not assigned them necessarily.
- Small and large achievements, there are lots of things kids can do to achieve something even if they are at a low level, hopefully motivated to try for higher level achievements.
- Ideas
 - Points for mastering the standards
 - Points for performing in certain ways
 - Fun things like putting glitter on their project

Students create a digital page

- Post an avatar of themselves
- Photoshop badges for the achievements
- Use www.tinygrab.com to create URL’s (or other screenshot tool)
- Students will post their badges to their avatar page

What rewards to you want to provide for the GROUP (Guild)

- If everyone in the group in the group gets to level 2 then everyone in the group gets XP (points)
- Starting at the bottom and working their way TOWARDS something
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XP (points)

- Earns points for how well they master the concepts
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What do you learn

- Willingness to Fail
- Setting a goal
- Working together with others
- Pairing up your unique skills with others
- Persistence and Survival

Book called "mindset:

- Parents teachers and coaches tell the kids they have a fixed innate quality
- As opposed to telling them they can grow and learn.
- First time a smart child encounters a problem they can not solve, they will shut down.

Is smart defined as a child who is creative or who can take a standardized kid and perform advanced.

Looking at Khan Academy

- Kids progress and flat line...through some persistence they jump up and start to excel.

Gaming will get you into Stanford

Gamification is an opportunity to do something about the other intelligences

Self Control Piece

Challenges/Opportunities

- can weave into project based learning.

Ted Talk on Gaming

http://www.ted.com/talks/jane_mcgonigal_gaming_can_make_a_better_world.html

Keynote on Gaming

<http://codingconduct.cc/#1523514/Don-t-Play-Games-With-Me>

Note: this is a long powerpoint slideshow but it is awesome. Entertaining slides and great

information on gaming principals. This is somewhat what I want to put into the classroom.