Gamification Guided Worksheet

Why might gamification be beneficial in your course?

Motivators	
Internal Motivators	**External Motivators**
● Provides the learner with a sense of community within the course ● ●	● High grades (or sales) ● ● ● ●

Other benefits include:
- Increases learner engagement
- Allows learners to make choices
- Encourages people to keep active participation
- People love to compete and see how others are doing
- Encourages people to keep returning to the course

How can you implement gamification in eLearning?

Necessary Components

● Align the course goals and learning objectives.
● Set rules.
● Have a game-like attitude.
● Include real-world game activities:
   ○ Challenges
   ○ Levels

- ○ Teams
- ○ Rewards
- ○ Badges

Think Like a Game Designer

How can you think like a game designer?

- Think about the structure and components necessary.
  - ○ Course objectives
- What are three structural elements that make a game successful?
  - ○
  - ○
  - ○

Design Rules

Take the learner on a journey.

- Onboarding
  - ○ Get learner to the game.

Notes:

- Teach them the rules.
  - ○ What to do next.

Notes:

- Mastery
  - ○ Skill or accomplishment achieved

Notes:

Applying the rules.

- Guides
  - ○

- Continuous feedback
  - ○

- Progress from simple to complex
  - ○

- Impossible to fail
  - ○

- Balance of difficulty
  - ○

Making Your Course Fun

Which types of fun will you apply in your course?	
- Winning - Problem-solving - Exploring - Relaxing - Teamwork - Recognition - Triumphing - Collecting - Surprise - Imagination - Sharing	- Role playing - Customization - Goofing off - Sensation - Fantasy - Narrative - Challenge - Fellowship - Discovery - Expression - Submission

Notes:

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Game Elements

Components and tools to make your course game-like.	
• Achievements • Avatars • Badges • Boss Fights • Collections • Combat • Content Unlocking • Gifting	• Leaderboards • Levels • Points • Quests • Social Graph • Teams • Virtual Goods

Notes:

Designing Your Game

Six steps to designing your game.

1. Define the learning objectives.
    a.

2. Determine target behaviors.
    a.

3. Describe the players.
    a.

4. Create your activity loops.

a.

5. Ensure there is fun.
   a.

6. Select the appropriate tools.
   a.