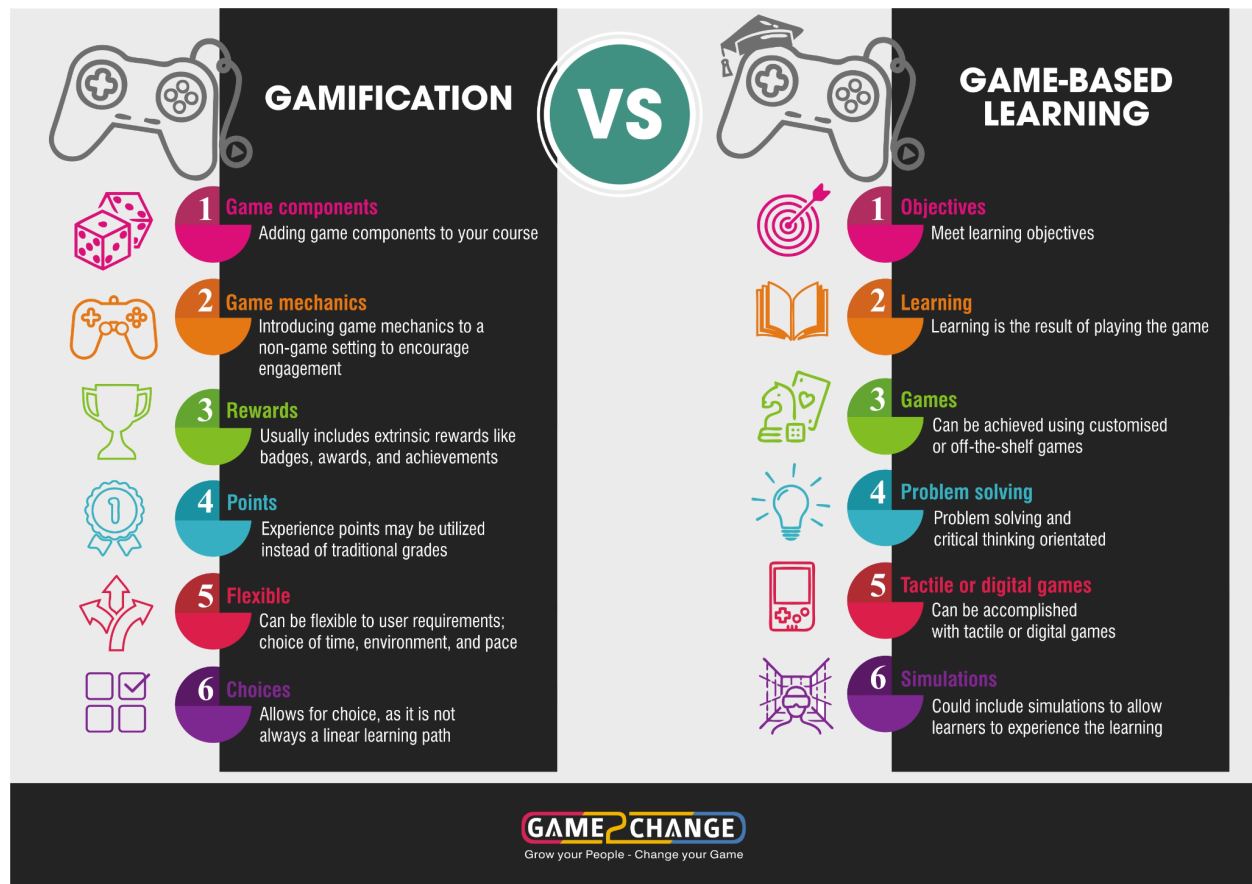


eCampus Gamification Workshop Resources

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Gamification vs. Game-Based Learning



Moodley, M. (2018, November 28). *Gamification vs. Game-Based Learning*.
<http://www.game2change.co.za/gamification-game-based-learning/>

Assignment Sequence with Levels

Video					
LO: 1. Plan, design, and deliver rhetorically appropriate oral communication. 2 Adapt visual images to specific audiences, purposes, and contexts.					
Level	Req or Optional	Description	Work Style	Deliverable	Points
1	Req	Propose a three-minute how-to video.	Indiv or Team	Proposal	5
2	Req	Create a storyboard and script.	Indiv or Team	Storyboard & script	5
3	Optional	Produce your video.	Indiv or Team	Video	10

ENGL 515 Assignments Overview (Graphic on *Miro*)

[ENGL 515 Assignment Gantt Chart](#)

Planning Documents

- [Objective Alignment Sheet \(Gamification Workshop\)](#)
- [Course Design Spreadsheet Template \(Gamification; 7 weeks\)](#)
- [Course Design Spreadsheet Template \(Gamification; 15 weeks\)](#)

When Creating Levels, Start with LO Advice

LO: Use text and graphics to tell data stories.

1. Determine where a novice should start and where an expert might end.
2. Brainstorm all the deliverables (genres) that show proficiency in LO.
3. Decide what is eligible for team vs individual effort.
4. Decide what is required and what is optional.
5. Offer more reward for time, complexity, and learning demonstrated.
6. Decide on rules: e.g., must prior levels be completed?

Project Management Assignment Sequence

Project Management Schedule					
LO: Define a project in terms of deliverable(s), milestones, tasks, and dependencies					
Level	Req or Optional	Description	Work Style	Deliverable	Points
1	Req	Identify and describe a project in need of a schedule.	Indiv	Memo	5
2	Req	Define project's major deliverable(s), milestones, tasks, and dependencies.	Indiv	Short report or podcast	5
3	Optional	Create a schedule for your project.	Indiv	Thumbnail sketch or table	5
4	Optional	Use specialized software to present your schedule.	Indiv or Team	Gantt Chart	10

Game Plan Example

Assignment	Max Points		Your Plan	Date Submitted	Earned
Game Plan	5		5		
Asynchronous Video Discussion: Level 1	5		5		
Asynchronous Video Discussion: Level 2	5				
Asynchronous Video Discussion: Level 3	5				
Asynchronous Video Discussion: Level 4	10				
Rapid UX Talk: Level 1	5		5		
Rapid UX Design: Level 2	5				
Level 2 Collaboration	5				
Rapid UX Test: Level 3	5				
Level 3 Collaboration	5				
Rapid UX Personas: Level 4	10				
Level 4 Collaboration	5				
Product Thinking Notebook: Level 1	5		5		
Product Thinking Notebook: Level 2	5				
Product Thinking Notebook: Level 3	5				
Product Thinking Notebook: Level 4	10				
Usability Proposal: Level 1	5		5		

+ ≡ Notes ▾ Sample Game Plans ▾ Your Plan ▾

Edna Persona

Edna. Talented and as demanding of others as she is of herself, Edna has a constant desire to create and design. She focuses on learning and trying out UX tools by completing all (required and optional) levels of the Rapid UX, Product Thinking Notebook, and Usability project. She enjoys working with others. So, she decides to collaborate on all the levels she can to earn additional points. She will complete two reflection levels. Because she will graduate soon, these optional levels will help her think more deeply about her job-search portfolio and her career development in the first year on the job. Although she values discussion, she opts out of all optional asynchronous discussions. Instead, she will use this time in her schedule to arrange a few live discussions with the instructor (and look for a job).

Game Plan with Personas Example

Assignment	Max Points		Edna	Dash
Game Plan	5		5	5
Asynchronous Video Discussion: Level 1	5		5	5
Asynchronous Video Discussion: Level 2	5			5
Asynchronous Video Discussion: Level 3	5			5
Asynchronous Video Discussion: Level 4	10			10
Rapid UX Talk: Level 1	5		5	5
Rapid UX Design: Level 2	5		5	5
Level 2 Collaboration	5			5
Rapid UX Test: Level 3	5		5	5
Level 3 Collaboration	5			
Rapid UX Personas: Level 4	10		5	
Level 4 Collaboration	5			
Product Thinking Notebook: Level 1	5		5	5
Product Thinking Notebook: Level 2	5		5	5
Product Thinking Notebook: Level 3	5		5	5

Creating Personas Advice

Creating personas will help you to understand your users' (students') needs, experiences, and goals.

1. Include some basic information about your student (e.g., first name, age, pronouns, where they live, job title, relationship status, short bio, major, etc.)
2. Describe the student's personality and learning styles. Consider a picture that captures the student's personality. Be as serious or lighthearted as you prefer.
3. List student's goals and motivations related to your course content.
4. Discuss student's pain points (e.g., what they are struggling with related to the content).

5. Develop persona by including a few additional details: e.g., social media platforms, quotations, values, causes, hot buttons, hobbies, affiliations

Teach Like a Gamer Book by former Boise State faculty, Carly Finseth

Finseth, C. *Teach Like a Gamer*. McFarland & Company, Incorporated Publishers.

Amazon Link: <https://amzn.to/3vr8E14>

The Article Containing the Sara Briggs Quote

Briggs, S. (2013, November 13). *20 Ideas For A Choose-Your-Own-Adventure Model of Learning*. informED. <https://www.opencolleges.edu.au/informed/features/a-choose-your-own-adventure-model-of-learning/>

Workshop Slides

[Gamification \(eCampus Version\)](#)