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# MAGNA ONLINE SEMINARS

PowerPoint Handouts

## Gamification: Applying Game Principles to Your Teaching

Tuesday, March 12, 2013

Presented by:

**Kevin Yee, Ph.D.**

**Kevin Yee, Ph.D.**, is the Director of the Academy for Teaching and Learning Excellence at the University of South Florida. His main research interest focuses on emerging technology, Web 2.0 tools for teaching, and the pedagogy of Massive Open Online Courses (MOOCs), particularly when combined with gamification.

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MAGNA PUBLICATIONS PRESENTS:

# Gamification - Applying Game Principles to Your Teaching



March 12, 2013



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Sponsored by:



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Our presenter:

Kevin Yee  
Director  
Academy for Teaching and  
Learning Excellence  
University of South Florida



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## Gamification

### Definition

– transforming a boring or mundane task into a fun one by applying the principles that make games engaging



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## Technology Readiness

### Worksheet



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## Five Principles

Can you name the five principles of gamification?



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### Five Principles

1. Display progress
2. Maximize competition
3. Calibrate difficulty carefully
4. Provide diversions
5. Employ narrative elements

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### Five Principles

#### Scenario #1

Professor Adams is uncertain how to treat games in the larger context of his curriculum and grade breakdown.

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### Five Principles

#### Scenario #1

How should Prof. Adams integrate the games?

- a) Make them count for points
- b) Make them optional and point-free
- c) Combination of a) and b)

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## Five Principles

### 1. Display Progress

- Badges (or progress bar)
- Momentary and persistent
- Fixed intervals and random
- Reward success AND effort

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## Five Principles

### 1. Display Progress

- Badges on the home page
- Badge backpack system
- Automated system

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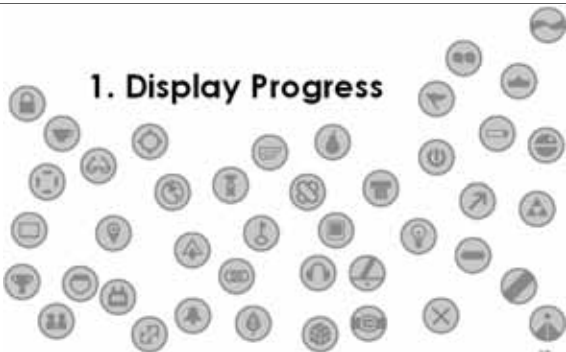
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## Five Principles

### 1. Display Progress



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## Five Principles

### Scenario #2

Professor Jones pastes top-scoring discussion posts to the homepage to inspire other students. He leaves names attached so others are more motivated. This leads to higher scores.

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## Five Principles

### Scenario #2

How should Prof. Jones tweak this competition?

- a) Show student photos next to entries
- b) Automate it to save time
- c) Remove student names
- d) Post different material (non-graded)

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## Five Principles

### 2. Maximize Competition



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## Five Principles

### 2. Maximize Competition

- Leaderboard
- Consider privacy laws / FERPA
- Extra credit vs. required material

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## Five Principles

### 2. Maximize Competition



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## Five Principles

### 2. Maximize Competition



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## Five Principles

### Scenario #3

Professor McGonagall doesn't know how difficult to make the games and activities in her course, which do count for points.

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## Five Principles

### Scenario #3

How should her games look?

- a) Make them hard so repeated effort is required
- b) Make them easy to encourage buy-in
- c) Alternate between easy and hard
- d) Aim for the middle

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## Five Principles

### 3. Calibrate Difficulty Carefully



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## Five Principles

### 3. Calibrate Difficulty Carefully

- Balance issues: boredom vs. anxiety
- Early, easy wins
- Incremental additions to skill
- Spaced / distributed practice
- Boss levels

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## Five Principles

### Scenario #4

Professor Lockhart wishes he knew when online students are getting bored. With face to face classes, he can see their faces. What should he do about boredom in his online classes?

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## Five Principles

### Scenario #4

Should Prof. Lockhart pay special attention to boredom in his online classes?

- a) No – they can take breaks
- b) Yes – they still need diversions even in an online class

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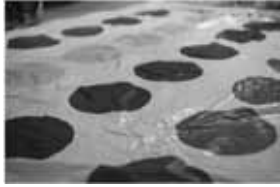
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## Five Principles

### 4. Provide Diversions



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## Five Principles

### 4. Provide Diversions

- Attention clock
- Mini games
- Easter eggs ("title" attribute)
- Embedded vs. linked
- Non-linear progress?

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## Five Principles

### 4. Provide Diversions

#### SPAGHETTI SAUCE

Matthias Gablitz searches for the counterintuitive in what we all take to be the mundane: cooking, monsters, pasta sauce. A New Yorker staff writer since 1996, he visits obscure laboratories and infomercial set kitchens as often as the hangouts of freemasons—cool hunters—a sort of pop-R&D gumball—and he that has become a star lecturer and bestselling author.



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## Five Principles

### 4. Provide Diversions



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## Five Principles

### 5. Employ Narrative Elements

Halo 3                      Legend of Zelda  
Super Mario World        Bioshock  
Myst                      Tomb Raider

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## Five Principles

### 5. Employ Narrative Elements

- High concept elevator pitch
- Start with a hook
- Central conflict: set up, build up, pay off
- Mystery vs. story. In medias res?

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## Five Principles

### 5. Employ Narrative Elements

**King Arthur has called upon his knights to locate the Holy Grail. Three knights have taken up the challenge: Lancelot, Galahad, and Percival. Which knight will be the first to locate Stonewood Keep, where the Grail was last seen?**

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## Scaling Up

### Tips and Tricks

- One badge for many tasks
- One badge for many people (reward groups, not individuals)
- Automate, automate, automate!

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**Thank you!**

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## Upcoming Events

Announcing Magna Publications' online and in-person events.

### EVENTS CALENDAR

#### ONLINE SEMINARS

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**April**

**10**

**[Legal Issues for Faculty: How Not to Get Sued](#)**

**Presented by:** Rob Jenkins, M.A. and Deborah Gonzalez, Esq.

**Program Type:** Online Seminar

**Date/Time:** Wednesday, April 10, 2013, 1:00 pm Central

**Get the full details at:** <http://bit.ly/WeLkOE>

**April**

**24**

**[Enhancing Teaching and Learning through Civic Engagement](#)**

**Presented by:** Barbara Jacoby, Ph.D.

**Program Type:** Online Seminar

**Date/Time:** Wednesday, April 24, 2013, 1:00 pm Central

**Get the full details at:** <http://bit.ly/VIRAMa>

**April**

**30**

**[How Recent Copyright Court Cases Affect Distance Education](#)**

**Presented by:** Linda Enghagen, J.D.

**Program Type:** Online Seminar

**Date/Time:** Tuesday, April 30, 2013, 1:00 pm Central

**Get the full details at:** <http://bit.ly/126sbkJ>

#### IN-PERSON

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**May-Jun**

**31-2**

**[10th Annual Teaching Professor Conference](#)**

**Program Type:** In-Person Conference

**Dates:** Friday, May 31 - Sunday, June 2, 2013

**Location:** New Orleans, Louisiana

**Get the full details at:** <http://bit.ly/14ppbNF>

**Oct**

**4-6**

**[The Teaching Professor Technology Conference](#)**

**Program Type:** In-Person Conference

**Dates:** Friday, October 4 - Sunday, October 6, 2013

**Location:** Atlanta, Georgia

**Get the full details at:** <http://bit.ly/WmZniy>