

Transcript

Gamification of Learning

Welcome to this course on gamification of learning and instruction. I'm Karl Kapp, author of several books on games and gamification, a professor of instructional technology at Bloomsburg University, and a co-principal investigator on several National Science Foundation grants, where we created video games for teaching science and engineering concepts. This course highlights the different types of gamification formats you might want to use in your design of engaging and exciting instruction.

Most of the formats will be familiar to anyone who has played games. But if you haven't, your first assignment is to go play some online games. I provided a list and a worksheet to help you get started and to help you think about games from an instructional perspective. Also to be discussed are common game elements that can be incorporated both online as well as in classroom instruction. These elements can be used separately or in combination to create a gamified learning event. Above all this course is designed to help you understand that gamification is more of a design sensibility than a technology tool.

Certainly technology can play a large role in gamification. But you don't need technology to create a gamified learning experience. So let's get started.

Everyone at one point in their life or another has played some sort of game. Whether it's tag as a youngster on the playground, kicking a ball around with a group of friends trying to score a goal, playing a video game on your smartphone, or playing a board game. Games are part of every culture, and a shared human experience. What gamification allows us to do is take the elements from games and integrate them into instruction. This integration provides opportunities for rich engagement, motivated learners, and making learning not only tolerable but actually fun.

Learners who are having fun and who are engaged in the learning process will have better retention and recall of content, than learners who are made to suffer through boring, static instruction. Besides my work as a professor, I'm also a passionate gamer and a researcher in the area of game-based learning and game thinking. I'm excited to explore with you the concepts of gamification of learning and instruction. In this course we're going to explore the various elements of games that are used in gamification. We'll look at some case studies of gamification, and discuss the science and theory behind how gamification can motivate and engage learners.

Knowing the science and theories behind gamification will help you to understand the best methods of applying these concepts, in your own design of instruction. By using common game elements like story, feedback and mystery, you can create an engaging gamified learning event that will capture your learners' imagination and attention. And help them to retain and apply the lessons you're teaching. Join me in discovering the many facets of gamification, and learn how you can apply those ideas and concepts to your own classroom and e-learning modules.

Play, learn, and have fun.

As you watch this course, in order to help you understand the content more richly. There are a number of activities and reference sheets that I have put together for you. They'll help you to understand and apply the concepts and content that we're discussing. Under the Exercise Files link, you can download the Exercise Files for the course. As we move through the content, I'll refer to the files within that folder. I've placed my Exercise File folder on a desktop for easy access and I recommend you do the same.

With all that said, let's begin learning about gamification.