GAMIFICATION
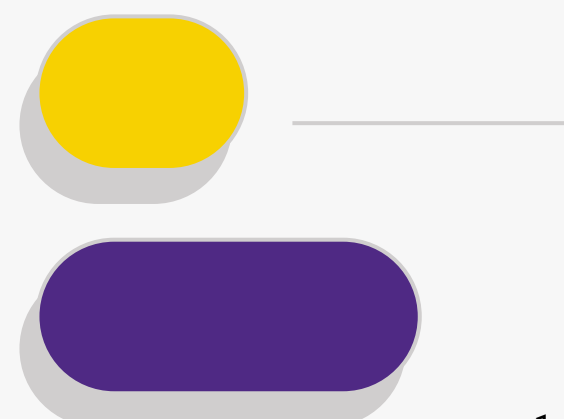
Center for Innovation in Teaching & Learning

Meet the Players

Dr. Scott Christen

Associate Professor of Communication

Director of Communication Studies

Interim Chair for Department of Communication

Mallory Matthews

Instructional Designer

College of Business

College of Interdisciplinary Studies

College of Agriculture & Human Ecology

Session Resources

- Session will be recorded.

- Slide deck will be shared.

- We will be in the chat to answer any questions.

- Book a consultation with your instructional designer!

Game Plan for Today's Session

- Overview of Gamification

- Course Spotlight: Communication Strategies for Virtual Teams

- Q & A session

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What is Gamification?

According to ChatGPT. . .

- Gamification in higher education involves applying game design elements and principles to educational activities to enhance student engagement, motivation, and learning outcomes. It often includes features like points and badges to make learning more enjoyable and interactive.

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"

A prime motivator driving dedicated video gamers to engage and persevere is the brain's dopamine-reward response. Gamers receive a dopamine reward when they receive helpful feedback leading to incremental progress toward their goal and acknowledgment of their positive growth. Teachers can use the key features of popular video games as a guide to sustaining student attention and motivated effort over time. These features are:

(1) an appealing, personally relevant goal
(2) an individualized, achievable challenge
(3) frequent feedback to inform needed improvements
(4) acknowledgment of incremental progress toward the goal.

From: McTighe, Jay, and Judy Willis. *Upgrade Your Teaching : Understanding by Design Meets Neuroscience*, Association for Supervision & Curriculum Development, 2019.

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Gamified Terminology

Players

Synonym for students in this particular course

Quest Board

Padlet discussion forum so students can access after course is over

Levels

Another name for "modules" within iLearn that houses content

Badges

Release conditions on iLearn that unlocks the next level

Points

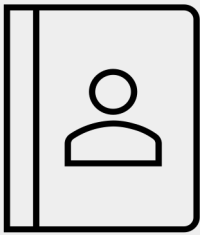Using a points based grading scale instead of percentages helps players calculate their score

Badges

●Badges were created for each level using release conditions on iLearn.

●When students completed all content and assignments in a level the badge was automatically issued.
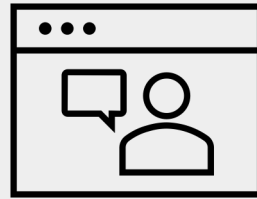
●Awards tool in iLearn

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Level Up Your iLearn Features
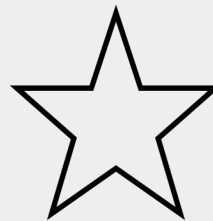
Level Overviews

Professor Videos

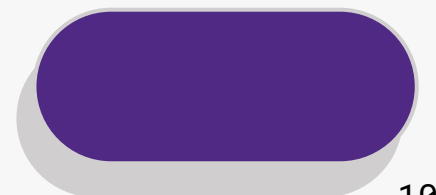## Creator+

Release Conditions

Badges/Awards

Assignment Rubrics

Link to Educator Resources for iLearn on TN Tech website

slidesmania.com

Course Spotlight

slidesmania.com
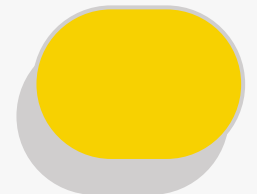
COMM 6200: Communication Strategies for Virtual Teams

- This course is designed to explain the theorical concepts of computer-mediated communication and team work for virtual teams. Students will learn to interact and lead virtual teams. Special focus will be on utilizing mediated channels (virtual meeting software, web, etc.) for remote employees and leaders

Gamification

- Gamification for this course was achieved by:
  - Terminology
    - The course uses different terminology, such as player (student), LinkedIn trainings (Upgrades), article critiques (quests), and group assignments (group challenges).
  - Hero status or Legendary status
    - Students get to choose the level of commitment to an assignment.
      - Hero Status = Completing a majority of the assignments and receiving a Passing Grade
      - Legendary Status = Completing all requirements and receiving an A
  - Bonus level under the course content.
    - Students can earn a total of 50 points in extra credit.

Article Critique: Example

- Hero Status
  - Contains a link to the content being evaluated
  - Provides a summary of the article (50-75 words)
  - Lists the key points from the article/video (3 points minimum)
  - Provides a rating (1-5: 2 out of three stars: etc.)
  - APA citation of the article (feel free to use AI for APA citation creation).
  - Comment on 2 other player's post

- Legendary status
  - Include a GIF at the top that relates to the post
  - Provide additional links to other related content
  - Comment on 3 other player's pos

Homepage banner for course on iLearn

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Gameplan Reflection: Notes for Team

Constant Communication

- Announcement page was utilized on iLearn with linked content

- Weekly videos for level introductions

- Discussion boards amongst students for reflection

Clear Expectations

- Assignment & discussion directions were detailed and the instructions were in an easy to read format

- Rubrics were provided

- Everything was outlined in a Module 0 / liquid syllabus

"Hazards" to Avoid

Leader Boards

Students should not have any access to view others' grades at any time

Unclear Objectives

Make sure to have clear learning objectives from the beginning

Overcomplicating the Process

The focus should be on learning the content, not the game

Q & A

What questions do you have?

Feel free to type your questions in the chat and we will try our best to address those.

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Questions, Comments, Concerns?

Thank You!

[Feedback Survey](#)

Next Week's Session:

Campus Pulse

[Register](#)

Resources:

McTighe, Jay, and Judy Willis. *Upgrade Your Teaching : Understanding by Design Meets Neuroscience*, Association for Supervision & Curriculum Development, 2019.