

# PRESS START: BUILDING A GAMIFIED CURRICULUM

Featuring the Players of District 204 and Math 1101

# WHAT IS GAMIFICATION?

The application of complex game elements to curriculum design to increase student engagement and encourage positive learning outcomes.

Also makes teaching and learning more fun!



# WHAT ARE COMPLEX GAME ELEMENTS?

The building blocks of a gamified course.

1. A Plot: The overall objective of the game, designed to align with existing course objectives
2. Battles/Quests/Missions: Homework, Essays, etc., completed to earn XP and level up
3. Methods for leveling up: How to advance in the game and earn XP
4. Characters: Players/avatars - the students
5. Rules: How to play/course structure
6. Elements of collaboration, challenge, and competition

# WHY GAMIFY?



Consulting with a Sage (Reference Librarian)  
during Quest Two

- Increased engagement
- Encourages creativity
- More fun
- Appeals to different learning styles
- Individualized learning lets students develop their own ways of playing and winning the game
- Encourages both collaboration and competition
- Reduces student anxiety

# HOW DO YOU GAMIFY A COURSE?

Establish a plot - What should students *do*?

Establish the type of game - Choose a *genre*: competition, collaboration, etc.

Establish how to play

Players - characters/avatars

Quests/Missions - assignments, how XP is earned

Establish rules

Leveling up - Means of tracking progress in the course

Questing/Missions - A variety of forms so students can personalize their learning/gaming experience

Side Quests/Achievements - Useful for encouraging play and learning

# VSU: THE GAME

## MECHANICS

Weekly Level-Up Listings, 12-2,  
plus events suitable for Side  
Questing!



Posted Dec 2, 2015 2:31 PM

Reminder: Bring your headphones to class on Thursday so you can listen to your guildmates' rough drafts and offer them feedback. Don't forget to post your drafts before the guild meeting begins!

District 204:

1 member is Level 17!  
13 members are Level 15!  
4 members are Level 13!  
1 member is Level 12!  
1 member is Level 11, 1 is Level 10, 2 are Level 8,  
and 1 is Level 6

Math 1101:

2 members are Level 17!  
12 members are Level 15!  
1 member is Level 13!  
3 members are Level 12!  
1 member is Level 10, 2 members are Level 8, 1  
member is Level 7, and 1 member is Level 6

Leaderboard: Classes in competition

Plot: Explore the University

Type: Multiplayer RPG

Players: Job Class System

Quests: 4 Essays + Digital Oral  
Narrative

Battles: Assignments

Rules: Codex

Leveling Up

Quests

Battles

Side Quests

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# VSU: THE GAME

## HOW TO PLAY



Equipment Get: The Happening

## JOB CLASSES:

ADVENTURERS: EXPLORE CAMPUS EVENTS/POLICIES

ARTISTS: EXPLORE ART/ART-RELATED ISSUES

SCHOLAR: EXPLORE CLASSES/ACADEMIC ISSUES

FREELANCERS: EXPLORE VARIED TOPICS

Pick a Job Class for each Quest

Complete Battles and Side Quests in support  
of your Quests

Earn XP to Level Up

Level up to Master rank to win the game!

# CONSIDERATIONS



Death by Fenris proved a surprisingly popular end to Side Quest 7, “Battle the Beast”

Level of comfort with gaming/games

Genres

Type of game

Style of Quests/Missions

Competition/collaboration

Terminology

Language reflects genre

Course requirements and curriculum design

Plot and character design

Adapting assignments

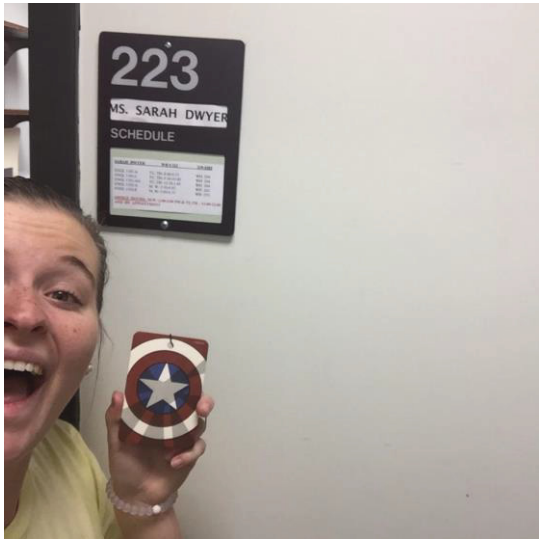
Building Quests/Missions

Leveling Up

How to play/win



# TO GAMIFY YOUR CLASS...



A visit to the Game Master, posing with an Artefact of Power, Side Quest 3, “Hint”

Play some games!

James Paul Gee, *What Video Games Have to Teach Us About Learning and Literacy*

Lee Sheldon, *The Multiplayer Classroom*

Review course requirements and student learning outcomes

Choose a *plot*

Choose a genre

Establish how to play

Establish rules

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# PLAY A GAME?



Games and Puppets, Library Scavenger Hunt



Loot from The Happening



Consulting with a Sage



Side Quest 15, "Bright Lights," was very popular with members of the Artist class