

# Design Your Own Gamified Learning Environment



“Tell me and I forget. Teach me and I remember.



*Involve me and I learn.”*



- Benjamin Franklin



**DEDICATION**  
**To my Beloved MOTHER**

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**Also a trainer/facilitator for Mendeley, Endnote(Reference Manager), Weebly, Wordpress (Web Designing) and Social Media Marketing (Facebook, Instagram and Whatsapp)**



# Inspired By



**ABD KARIM ALIAS**  
**PROFESSOR**  
**Universiti Sains Malaysia**



# Workshop Learning Outcomes

- At the end of the session, participants are able to:
  - i. Integrate gamification concepts and practices in teaching and learning.
  - ii. Apply gamification in the form of Web 2.0.





<https://pollev.com/mathijl>

<https://padlet.com/mathi09/gamify>



# Gamifikasi dalam PdP

» *Bantu pelajar lebih aktif, wujud suasana kuliah interaktif*

Oleh **Rosniza Mohd Taha**  
open@bh.com.my

■ Petrajaya

**M**odul pembelajaran berasaskan permainan perlu diperkenalkan di institusi pengajian tinggi (IPT) bagi memudahkan pemahaman dan menggalakkan pembabitatan aktif pelajar dalam sesi pengajaran dan pembelajaran (PdP).

Ketua Pegawai Eksekutif Agensi Kelayakan Malaysia (MQA), Prof Datuk Dr Rujhan Mustafa, berkata pihaknya bersedia meluluskan pelaksanaan pendekatan fleksibel itu, tanpa kompromi dalam aspek jaminan kualiti dan akreditasi.

Katanya, pelaksanaan gamifikasi atau pendekatan menggunakan kaedah permainan dalam proses PdP mampu menghasilkan suasana kuliah yang lebih menarik dan interaktif, sesuai dengan kecenderungan mahasiswa masa kini.

"Dulu, kalau kita belajar, main-main orang marah. Sekarang kita mahu menggalakkan belajar menerusi permainan seperti diamalkan di Jepun, contohnya, memupuk minat kanak-kanak

tidak dalam bidang sains menerusi aktiviti bermain katak atau menggali tanah mencari cacing.

"Kita minta Kementerian Pendidikan Tinggi (KPT) mempertimbangkan idea ini (gamifikasi) dan menggalakkan IPT memohon program yang menggunakan pendekatan seperti permainan video dalam modul.

## Tempoh permainan

"Kita akan bantu memantapkan cadangan pelaksanaan contohnya berapa jam tempoh permainan yang sesuai dan memastikan



**Idris menyampaikan ucapan** selepas selesai Siri Seminar Mengenai Universiti Masa Depan: Pendidikan fleksibel, baru-baru ini.

kualiti kandungan permainan sewajarnya," katanya kepada BH ketika ditemui selepas Siri Seminar Mengenai Universiti Masa Depan: Pendidikan Fleksibel di

sini, baru-baru ini.

Rujhan, Naib Canselor yang juga Ketua Pegawai Eksekutif (CEO) Wawasan Open University Sdn Bhd, Prof Datuk Dr Ho Sinn Chye serta Pengasas dan CEO Open Learning Global (M) Sdn Bhd, Adam Brimo menjadi ahli panel dalam sesi perhincangan seminar itu yang turut disertai Ketua Setiausaha KPT, Datuk Seri Ir Dr Zaini Ujang sebagai moderator.

## Pendidikan fleksibel

Brimo pula berkata, pendekatan pendidikan fleksibel menerusi platform dalam talian membolehkan peningkatan akses pengajian tinggi kerana tidak memerlukan pembinaan lebih banyak bangunan IPT untuk menempatkan pelajar secara fizikal.

Namun, katanya, reka bentuk platform pembelajaran perlu dilaksanakan dengan teliti terutama menekankan pengisian membolehkan kadar interaktif yang tinggi sesama mahasiswa serta antara mahasiswa dengan pensyarah.

Ho pula mengingatkan aspek kualiti pengajian tidak harus dikompromi dalam keghairahan menawarkan pendidikan fleksibel.

Katanya, kebanyakan pelajar mengikuti pembelajaran dalam talian sepenuh masa adalah golongan bekerja yang pasti mahu memastikan wang dilaburkan untuk melanjutkan pengajian berbaloi dengan kualiti pendidikan ditawarkan.

"Fleksibiliti hanyalah satu aspek pemudah cara, sementara pendidikan berkualiti harus kekal dijadikan impak diutamakan dalam penawaran pendidikan dalam talian termasuk dengan membabitkan profesor bagi menilai kandungan kursus, pereka grafik bagi memastikan susun letak yang menarik serta penilai luar," katanya.

Merumus hasil perbincangan itu, Menteri Pengajian Tinggi, Datuk Seri Idris Jusoh, berkata IPT perlu lebih fleksibel dalam menangani sebarang perubahan supaya dapat menghadapi revolusi sektor pendidikan tinggi yang sukar dijangka.



**Peserta seminar mengajukan soalan** kepada ahli panel.



# INTRODUCTION TO GAMIFICATION



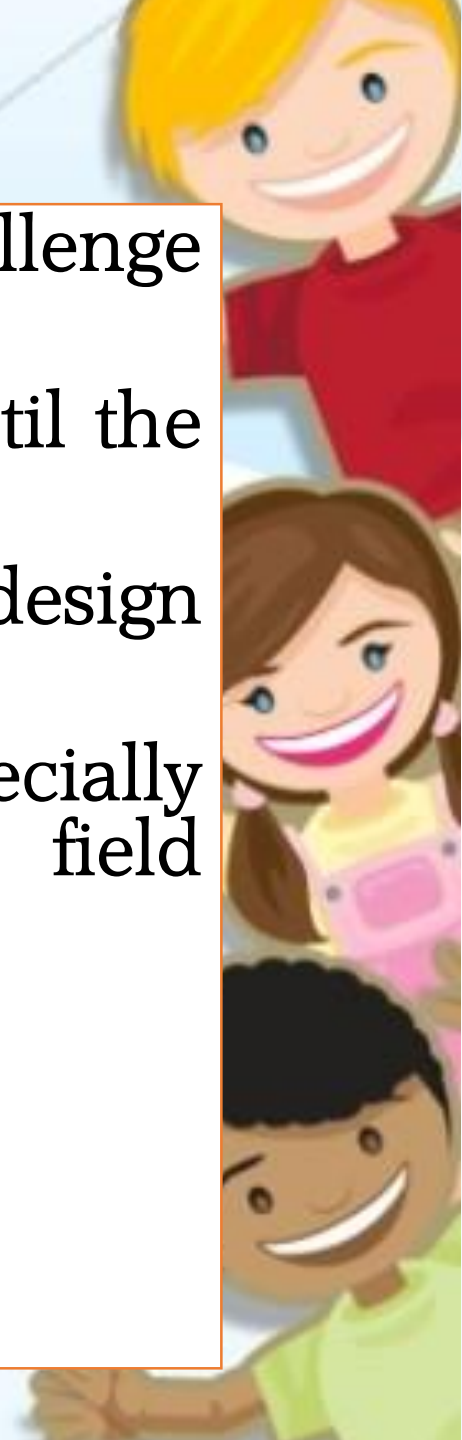
# Introduction to Gamification



- Gamification is an emerging trend in advertising, business and education.
- Context of education - applying gaming principles in non-gaming contexts to enable students more actively engaged and motivated in the learning process.
- Gamification is the use of game elements and game thinking in non-game environments to increase target behaviour and engagement
- It doesn't offer a whole gaming experience, but some game elements are used.

# Introduction to Gamification

- Involvement – or engagement – is one of the greatest challenge to the academician in the tertiary education.
- To motivate students to study and keep them engaged until the end of a semester isn't easy.
- Application of games and game dynamics in the learning design is not a new phenomenon in the learning environment.
- Development and availability of new technologies especially interactive multimedia technology has propelled this field forward, opening up new possibilities.



# Introduction to Gamification

Gamification is the application of game-like mechanics to non-game entities to encourage a specific behavior.

Game-based learning is simply learning through games.

This means that gamification is first and foremost about encouragement mechanics and the system that promotes them, while game-based learning is first and foremost about the game and its “cognitive residue” (whether from the game’s content, or traditional curriculum).

Both can be used to promote mastery of academic content.

TeachThought



# Gamification is about using

Game elements  
(not full-games)

In a non-game  
environment  
(commercial as well  
as not-for-profit  
environments)

And game thinking  
(This doesn't need  
to involve game  
technique, it's more  
about the way  
games are designed  
and the idea behind  
games)

To increase target  
behaviour and  
engagement (target  
behaviour is central  
to this definition)



## GAME

Games are just for fun, and may or may not have defined rules & objectives

Winning and losing is a part of the game

Game play comes first, rewards are secondary

Games are usually hard and expensive to build

Story and scenes are part of the game

## GAME-BASED LEARNING

Games have defined learning objectives

Losing may or may not be possible because the point is to motivate people to take some action and learn as an end result

Sometimes just playing the game is intrinsically rewarding

Are usually hard and expensive to build

Content is usually morphed to fit the story and scenes of the game

## GAMIFICATION

May just be a collection of tasks with points or some form of reward

Losing may or may not be possible because the point is to motivate people to take some action and do something.

Being intrinsically rewarding is optional.

Gamification is usually easier and cheaper

Usually game-like features are added to the LMS or any other system rather than the content



# Comparison Between Game-Based Learning With Traditional Learning

	<b>Traditional eLearning</b>	<b>Game-Based eLearning</b>
Cost effective	YES	YES
Low physical liability	YES	YES
Standardized assessment	YES	YES
Highly engaging	NO	YES
Easy transfer of knowledge to real world environments	NO	YES
Immediate feedback in response to mistakes	NO	YES



# Recapture

- The definition of gamification is the application of **game-like mechanics** to non-game entities to encourage a specific behavior
- Gamification is not game-based learning, nor does it require students to play games, with toys, use electronics.

- Gamification is not game-based learning, nor does it require students to play games, with toys, use electronics.

1. To encourage a specific response or behavior
2. To promote competition; to engage students





# Recapture



- The definition of game-based learning is simply learning through games.

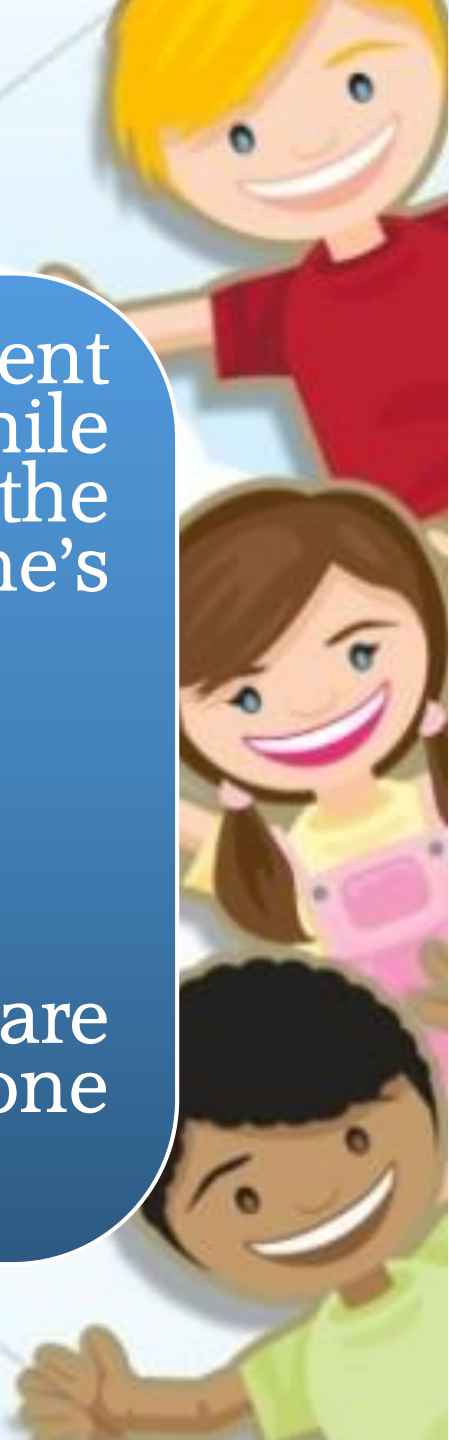
- Learn what? That depends—could be simply becoming better at the game, but in most educational settings, students will instead learning academic and non-academic content by playing games.



1. To repackage academic content
  2. To promote critical and strategic thinking
  3. To support both struggling and talented students
- 

# Simply....

- Gamification is first and foremost about encouragement mechanics and the system that promotes them, while game-based learning is first and foremost about the game and its cognitive residue (whether from the game's content, or academic content).
- **They each can use one another.**
- They both can lead to content mastery, but neither are expressly designed for classroom use– which is why, done well, your students will probably like them.



**Change Behaviour and  
Increase Engagement**



**“Fun can obviously change  
behaviour for the better”**

**The Fun Theory initiative by  
German automotive  
company, Volkswagen.**







# Gamification Application: Teaching and Learning



# Think.... Think.....



- Were you happy when you scored? Were you excited to immediately try a more difficult challenge?
- Did you feel frustrated when you didn't succeed? Did this make you want to give up right?
- Did watching someone score more than you make you believe that you could score too, if you practiced more?



# Gamification Application




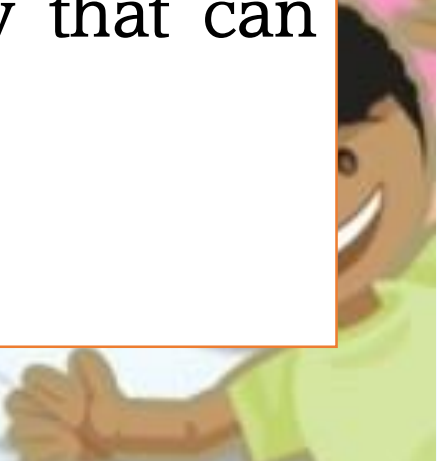
*"You create these communities around the game that do an incredible amount of intellectual work, and when they're done with the work, they will leave the game and go to another game that's more challenging. Can you imagine if we had that kind of environment in classrooms?"*

*— Constance Steinkuehler Squire*

*Associate Professor in digital media at the University of Wisconsin-Madison*

# Gamification Application



- **Remember: When apply games in your classroom, remember that the game is not replacing you as an instructor.**
  - Elements of game design, such as storytelling, competition, cooperation, choice and feedback can help engage students.
  - Create activities that are based around game formats we are already familiar with, design frameworks around games.
  - With the successful application of suitable gamification techniques, information delivered more in an efficient and effective way that can lead to addictive learning process.
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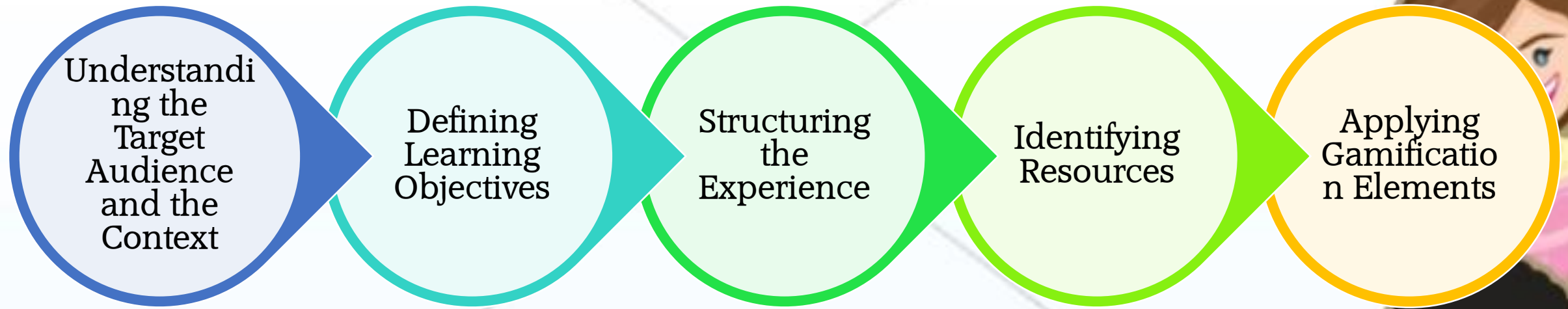
# Gamification Application



- **When To Use Game-Based Learning?**

- ✓ If you want to customize your academic content.
- ✓ If you wish to encourage critical and strategic thinking in the class.
- ✓ If you want to engage and motivate the learners who are otherwise not engaged.
- ✓ If you want to support the struggling learners in learning better.

# Five-step Process



# 10 Rules: Gamify Your Classroom



# Gamification Encourage.....



**Collaboration**



**Exploration**



**Creativity**



**Self Expression**



**Competitive**



**Fun**





# **Web 2.0 Technology**

## **Gamification**

# Some Application

## Gamification Tools

### Classroom management



ClassDojo

### Assessment

Kahoot!



Socrative

Plickers



### Catch-the-eye



Genial.ly



blubbr



TouchCast Studio



Powtoon



Tellagami



iMovie

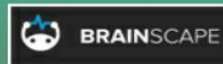
### Specific tools



Silent Light



Duolingo



Brainscape





# Classroom Scenario



# Kahoot!

The main screen displays the following information:

- Question: Who used the argument "I think, therefore I exist"?
- Image: A man sitting inside a circular opening in a wall.
- Buttons: Skip, End quiz
- Answers: 9
- Options: Plato (red), Descartes (blue), Leibniz (green)

Three other devices show the game interface with the following names and symbols:

- Richard (phone): Red square, Blue diamond
- Michelle (tablet): Red triangle, Blue diamond
- Charlie (tablet): Red triangle, Blue diamond



# <https://www.quizalize.com>

STUDENTS START HERE

MARKETPLACE

TEACHER LOG IN

# Quizalize

Powered by Zzish

“Number one formative assessment tool”

Pinpoint classroom progress  
in real-time

I'm a teacher

I'm a student



Number 1 on  
Teacher's Top





# GET YOUR STUDENTS EXCITED ABOUT **LEARNING.**

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Quizlet

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# Simple tools for learning anything.

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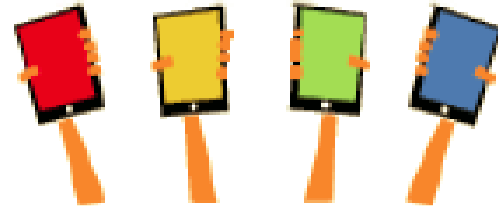
Get started



# GAME-BASED PEDAGOGY



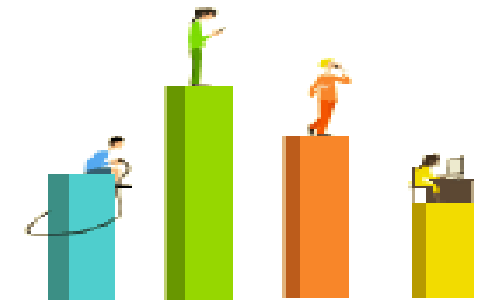
# HOW IS IT DIFFERENT



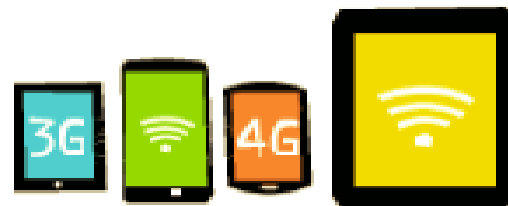
**GAME-BASED PEDAGOGY  
& ACADEMIC RESEARCH**



**SOCIAL IN  
BOTH SENSES**



**UNDERSTAND, ASSESS  
AND ADAPT WITH DATA**



**LEARNER-CENTRIC,  
USING ANY DEVICE**

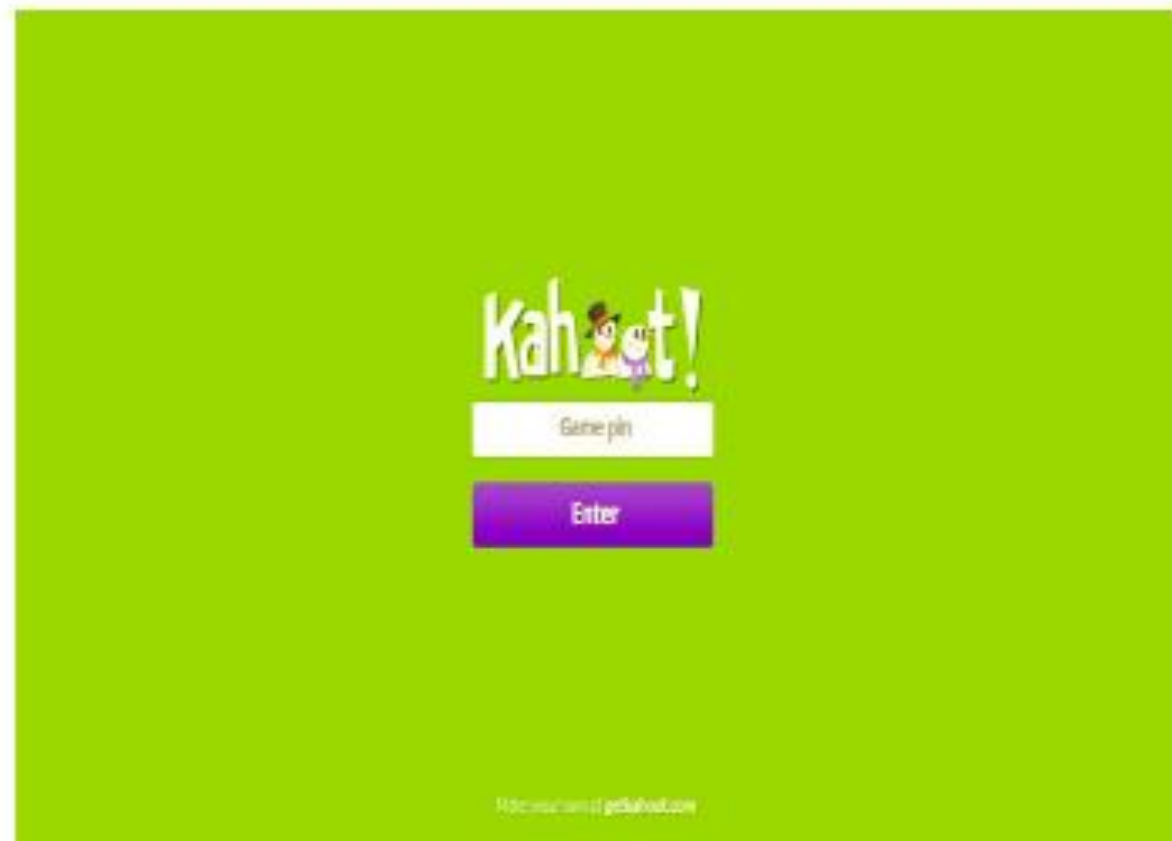


# LET US KAHOOT!!

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- ▶ <https://getkahoot.com/> - To create an account
- ▶ – **Creator view**

- ▶ <https://kahoot.it> – To Play – **Learner view**









thank  
you