

Gamification Forum

June 16 – 26

6 discussion topics, 41 posts, 15 participants

Do Educational Games Work?

8 posts – 6 participants

Key Points:

- There has been an extensive research supporting the fact that games are effective learning tools simply because they involve the concepts such as: Winning, Collaboration, Exploring & Building, as well as Problem-Solving or Strategizing techniques.
- Games are a great supplement for classroom curriculum, to help increase motivation and engagement, but on their own students will fail to learn the more intricate parts of a subject such as theory and reasoning.
- Educational games are like artificial sweetener and there's a danger that learners may always expect learning to be fun and easy
- Games do not suite everyone but I think they have a place as an effective instructional strategy

Resources:

[Duolingo](#)

[Informatisits](#)

[Mindsnacks](#)

[What is Quest Atlantis?](#)

[Games for Learning – Taking fun Seriously](#)

[Can gamification lead the way to success in modern day learning and project management?](#)

[Edutainment – Is Learning at Risk?](#)

The Epic Win of the Classroom

5 posts – 3 participants

Key Points:

- We need to combine any game training with hands on learning, projects and collaboration skills. It should not be a replacement for an instructor (Malykhina, 2014).
- Games can be as simple as in-class jeopardy, where the students run the show, asking the questions and being the contestants.

Resources:

[Jane McGonigal – Gaming can make a better world](#)

[Top 10 Realistic Job Simulator Games 2014 - 2015](#)

[John Deere Construction Simulators](#)

[Fact or fiction? Video games are the future of education](#)

Why Games?

14 posts – 9 participants

Key Points:

- Games remove us from the real world and its sanctions, so making mistakes doesn't have the negative significance it might have in the real world
- Students learn better from taking tests, over studying for tests, but they learn best from practicums and hands on work.

Resources:

[Game Designer Jane McGonigal interviewed by Cameron Evans \(U.S. Education CTO\)](#)

[10 specific suggestions to 'Gamify' the classroom.](#)

[Ten Benefits of Testing and Their Applications to Educational Practice](#)

[The game that can give you 10 extra years of your life](#)

Have you ever been hooked to a game?

9 posts – 8 participants

Key Points:

- Kids were transfixed to the screens, in their own little worlds (I was one of them). I think it was the sheer wonder of the technology, the shock of the

new - an über-novelty! The sense of competition wasn't the draw, I don't think. It was so much fun, you couldn't lose.

- Incorporating games or other stimulating activities into classrooms is so important for engagement. Don't give the student the opportunity to be bored
- Players master a skill to make something new happen and then learn another skill.
- "Pleasant frustration," the notion that there is a sweet spot for engaged learning where there is a just enough challenge to try the learner, but not so much that the endeavor seems impossible.
- "Somewhere between 'been there done that' and 'dazed and confused' lies the optimal level of challenge that engages students."

Resources:

[Gamification Infographic](#)

José Antonio Bowen, *Teaching Naked: How Moving Technology Out of Your College Classroom will Improve Student Learning* (San Francisco: Jossey-Bass, 2012): 51.

James Gee, *What Video Games Have to Teach us About Learning and Literacy* (New York: Palgrave Macmillan, 2003); James Gee, "Good Video Games and Good Learning" *Phi Kappa Phi Forum* (85) 2: 33; James Gee, *Why Video Games are Good For Your Soul: Pleasure and Learning* (Melbourne: Common Ground, 2005).

Elizabeth F. Barkley, *Student Engagement Techniques: A Handbook for College Faculty* (San Francisco: Jossey-Bass, 2010): 27.

Lev Vygotsky, *Mind in Society: The Development of Higher Psychological Processes* (Cambridge: Harvard University Press, 1978): 86.

Mihaly Csikszentmihalyi, "Intrinsic Motivation and Effective Teaching: A Flow Analysis," *Teaching Well and Liking It: Motivating Faculty to Teach Effectively* ed. J. Bess (Baltimore: Johns Hopkins Press, 1997): 72-89.

Start Gaming in your Classroom Today

2 posts – 2 participants

Key Points:

- Some ways to incorporate games into the classroom would be to create an interactive on-line training module, use free online aids to make simple matching games for memorization, or use a resource such as Glass Lab

Resources:

[Acing Math](#)

[Excel shortcut game](#)

[What's in GlassLab Games?](#)

[Create your own matching game](#)

Games Specific to your subject

3 posts – 3 participants

Key Points:

- Learning a language can be boring and repetitive for most, you don't need revolutionary games, just simple fun learning

Resources:

[Dave's ESL Café](#)

[ESL Games Plus](#)