

Ready Player One

Gamification

Elevate Teachers Conference
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VISION

To create a world-class educational system that gives students the knowledge and skills to be successful in college and the workforce and to flourish as parents and citizens

MISSION

To provide leadership through the development of policy and accountability systems so that all students are prepared to compete in the global community

- 1. All Students Proficient and Showing Growth in All Assessed Areas**
- 2. Every Student Graduates from High School and is Ready for College and Career**
3. Every Child Has Access to a High-Quality Early Childhood Program
- 4. Every School Has Effective Teachers and Leaders**
5. Every Community Effectively Uses a World-Class Data System to Improve Student Outcomes
- 6. Every School and District is Rated “C” or Higher**

Session Goals and Training Signals

During this sessions, participants will develop a definition of gamification and explore the key elements and mechanics involved in gamification.



1-player



2-players



GROUP Mode
Activated



Self-Reflection

**What are your favorite games to play
(phone, tablet, laptop, gaming system, etc.)
and why?**

1-player



Definition



Picking Brains on Games

“I like to jump right into games. I only watch tutorials when I can’t figure something out.”

Kimora (14 years old)



Picking Brains on Games

“When I die or lose, I feel frustrated, but I keep playing because I want to succeed.”



-Haven (13 years old)

Hook 'em with Gaming



Understanding Chemicals in the Brain

Serotonin

Cortisol

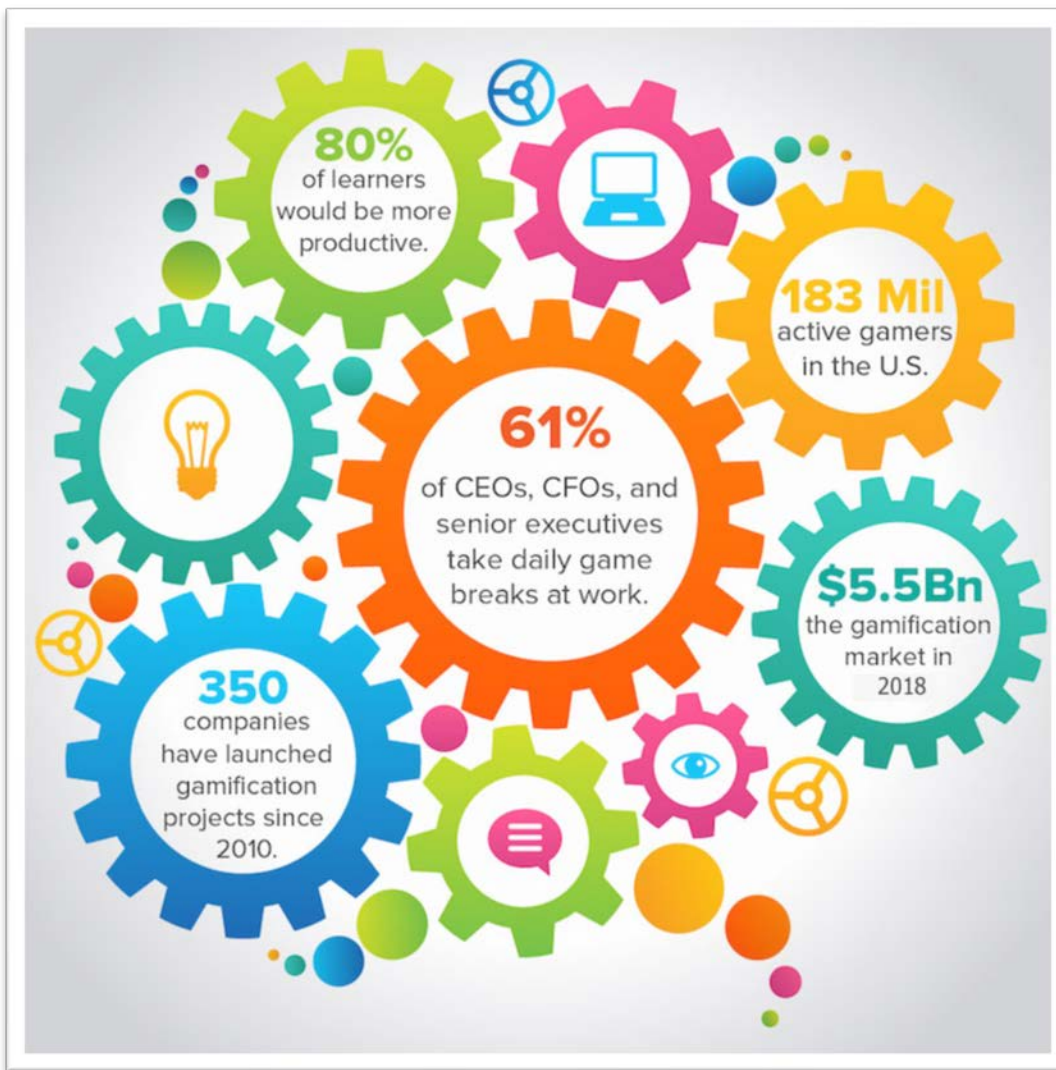
Norepinephrine

Dopamine



What Does the Research Say?

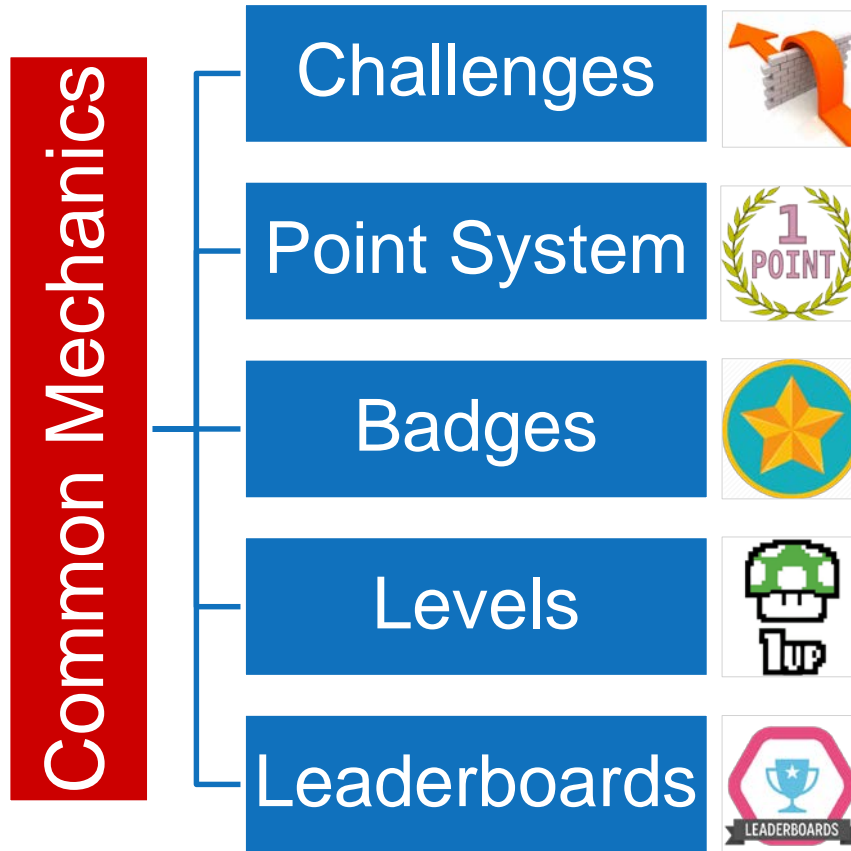
The use of game mechanics **improves the abilities to learn new skills by 40%**. Game approaches lead to higher level of **commitment** and **motivation** of users to activities and processes in which they are involved.



**GROUP Mode
Activated**



Gamification Mechanics



Challenges



Point System

Earn more points today



Watching a video

10
Points



Leaving a review

10
Points



Read our Articles

10
Points

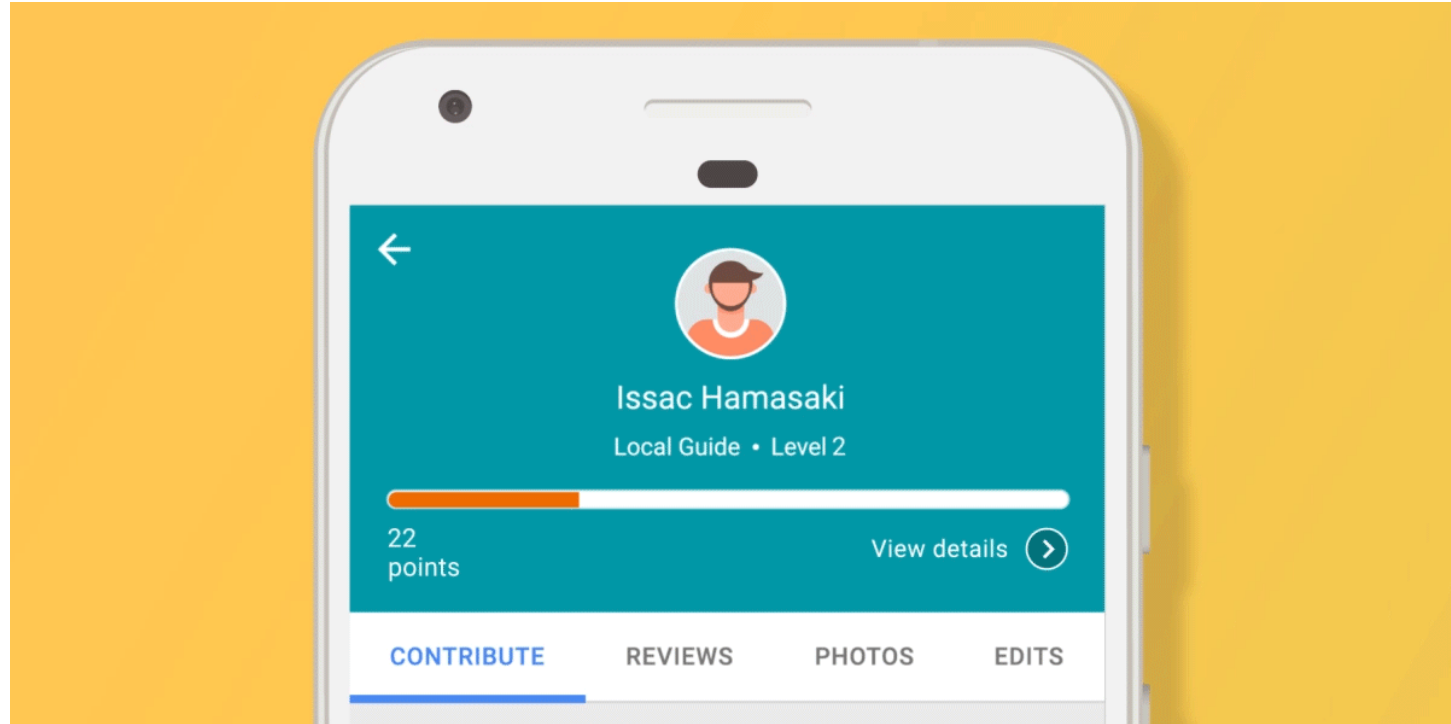
There are many other ways to earn points.

[Learn more](#)

Badge System



Levels



Leaderboards

When you're in the top 5 on Kahoot



Next

End quiz

Using Gamification to Drive Motivation



Interaction



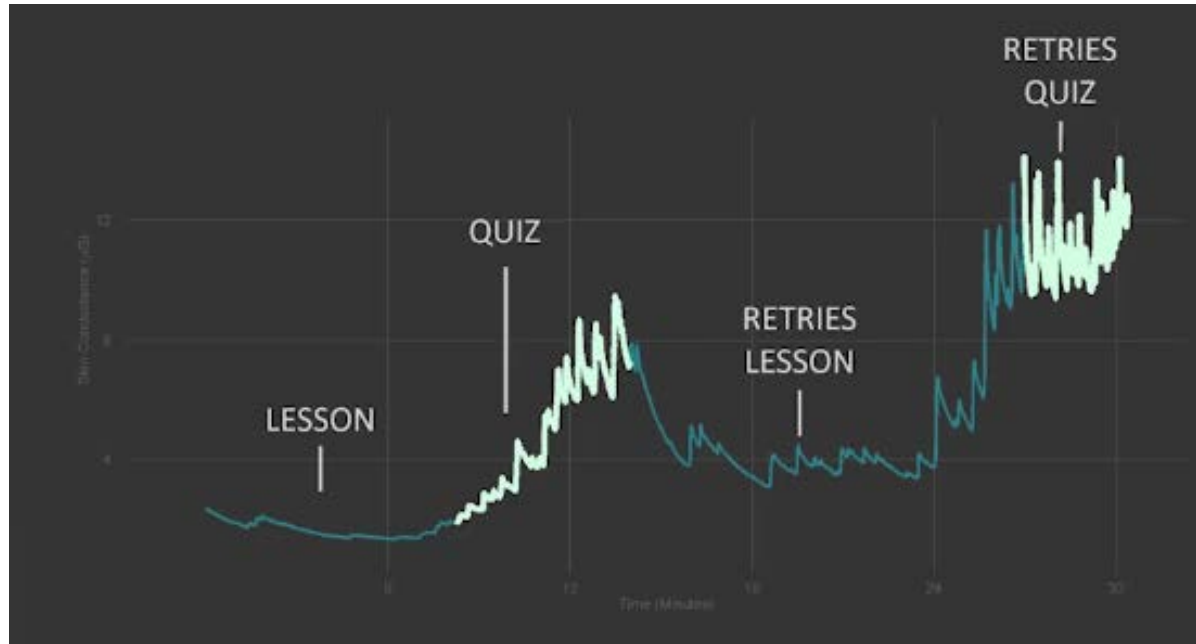
Acknowledgment



Redemption



Skin Conductance Test



Game Design in Mind During Planning

Discovery

Students
Buy-in

Onboarding

Train
Students

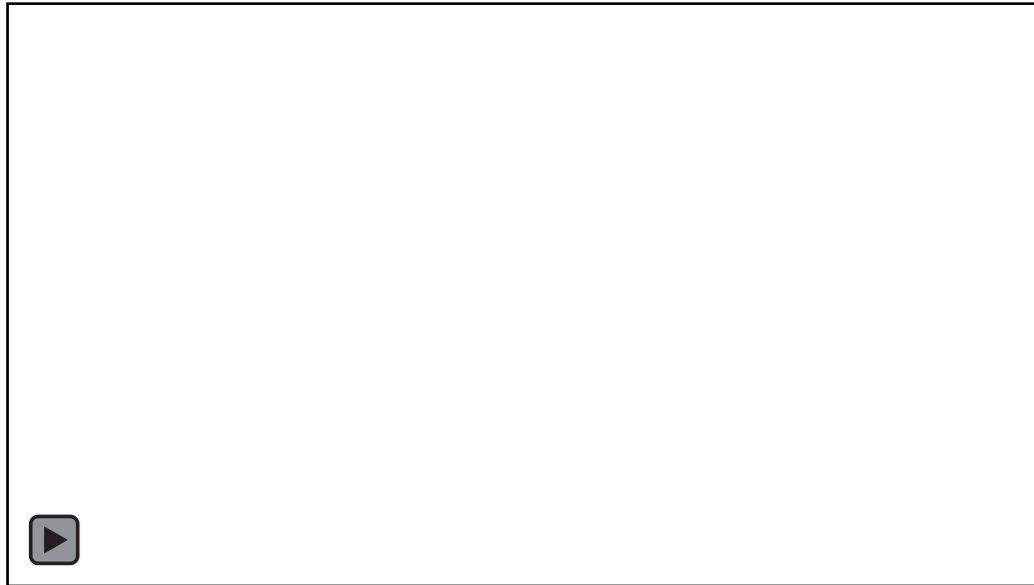
Scaffolding

Students
Use Skills to
Reach
Goals

Endgame

Students
Understand
the
Purpose

1-player



Understanding Chemicals in the Brain

Serotonin

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Gamification in Education

Engages

Generates Trust

Improves Performance

Practice

Gamification in Education

It engages: It **improves retention** of learned content **by 90%**, thanks to the adventure aspect, which turns learning into an entertaining and appealing activity for the student.

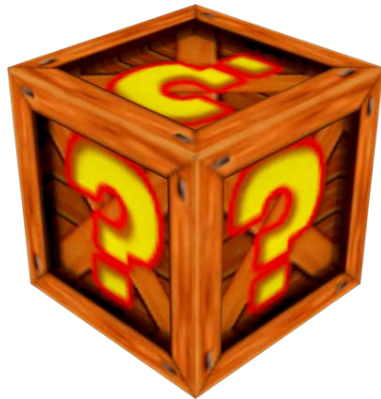
It generates trust: Because it is a videogame, the user can relax and their **self-confidence improves by 20%** compared to other learning methods.

It improves performance: Game dynamics motivate the student, increasing their performance and **improving skill development by 20%.**

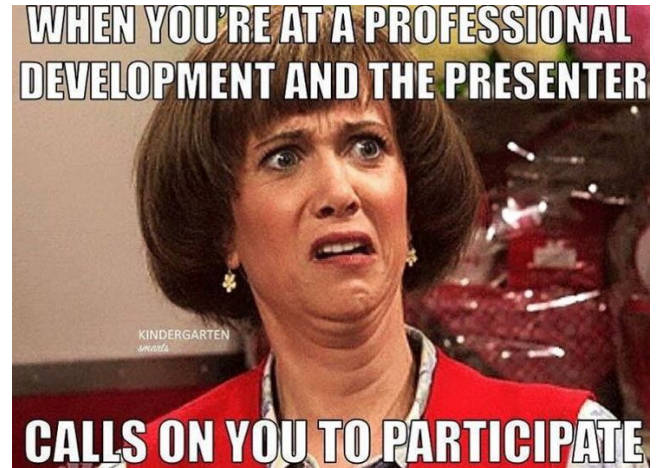
Gamification in Education

It is based on practice: The student learns thanks to **experiential learning.**

Discussion



WHEN YOU'RE AT A PROFESSIONAL
DEVELOPMENT AND THE PRESENTER



KINDERGARTEN
@mattA

CALLS ON YOU TO PARTICIPATE

Summing It All Up



Resources

- Hedman, Elliott., (2018). 7 Ways to Help Kids Feel They're Learning. Retrieved April 16, 2018, from <https://medium.com/@elliottthedman/7-ways-to-help-kids-feel-their-learning-80f4abbeefb0>
- Kiryakova, G., Angelova, N., & Yordanova, L. (2014). Gamification in education. Proceedings of 9th International Balkan Education and Science Conference.
- McGrath, N., & Bayerlein, L. (2013). Engaging online students through the gamification of learning materials: The present and the future. In *ASCILITE-Australian Society for Computers in Learning in Tertiary Education Annual Conference* (pp. 573-577). Australasian Society for Computers in Learning in Tertiary Education.
- The Unstoppable Growth of Gamification and Digital Learning Games in Education. (2017, July 04). Retrieved from <https://www.game-learn.com/growth-gamification-digital-learning-games-education/>



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DEPARTMENT OF
EDUCATION

Ensuring a bright *future* for every child

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