



CPD Module Activity Sheet Gamification

This activity sheet builds on the concepts and principles introduced through the module webinar and will guide you through the online research and tools to help you apply these in your own organisation.

Each activity is shown with an indication of how much time it may typically take to complete. Take a look through the sheet and decide which activities are most applicable to you and your context.

Please remember to share both your experience of engaging with these activities and any outcomes they generate on the www.lfutures.co.uk website by registering on the site and blogging on the My Profile page.

Activity A: What is Gamification?

30

Share the video about educational uses of gamification with colleagues and compare your understanding. Try to agree a common definition of gamification for your organisation. (30 minutes).



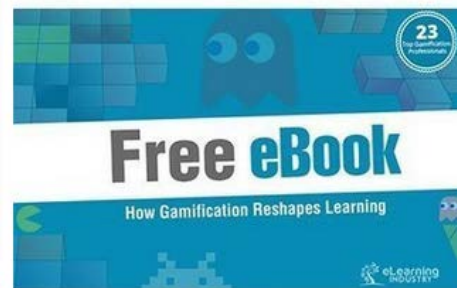
Activity B: How Gamification is Reshaping Learning

Use the Free eBook to explore how 23 gamification professionals have used gamification to reshape learning.

Extension: Pick out the examples which you believe will have the most impact in your context and share them with your senior leadership team and governors. Use this to develop and inform a strategy that captures how gamification will be used in your organisation to enhance learning.

The Free eBook: How Gamification Reshapes Learning - eLearning Industry

From elearningindustry.com - February 27, 5:50 PM



of

Activity C: Gamification in Learning

Use the two resources to learn about the behaviours that games utilise and trigger, and how these can be used to support the journey of learning.

Try to consider how these dynamics might influence your current and planned use of games to support learning.

▶ The Gamification of Education - YouTube

From www.youtube.com - February 27, 4:40 PM



Gamification: How to use Game Dynamics in Learning

From julianstodd.wordpress.com - February 27, 3:09 PM



Activity D: Top 10 Gamification Case Studies

Explore the Top 10 Gamification Case Studies chosen by gamification pioneer Yu-kai Chou.

90

The case studies highlight how gamification can improve the learning process and produce a more effective educational environment. Identify which approaches your organisation already uses, and which have the potential to enhance the teaching and learning you provide.

Gamification in Education: Top 10 Gamification Case Studies that will Change our Future

From www.yukaichou.com - March 3, 3:55 PM



Extension 1: Choose one of these tools (most are free) and run a trial session with a group of learners. Seek their feedback and combine this with your views on how effective the approach has been (both in enjoyment and effectiveness of learning).

Extension 2: Where students are able, ask them to evaluate the 10 examples and select their top 3 – giving reasons as to why they were chosen. Arrange a session where each of the chosen top 3 can be trialled.

Activity E: Impact of Gamification

Use the infographic to gain a quick overview about the impact of gamification on education (can be helpful if someone thinks gamification is not something a learning organisation needs to consider).

Use the following structure to build your own infographic:

- Cohort data of learners and employers your organisation serves:
 - Number of students leaving education with 5 GCSEs A*-C
 - Number leaving without 5 GCSEs A*-C
 - How many have their own internet connected device
 - How much time students spend online each day
 - How much time students spend playing games each day
 - How much time staff spend on playing games each day
- Opportunities to use games in your provision – with an example
- History of learning technologies and gaming at your organisation
- Strategic vision of what the future looks like for your organisation using learning technologies and gamification of learning.



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