SHARE 2018 – Integrating ELT
Gamification: What is it? Can we do it in ELT?
By Lic. Paula Ledesma

Gamification

The application of typical **elements** of game playing (rules of play, point scoring, competition with others) to **other areas** of activity, specifically to engage users in problem solving.

Oxford Online Dictionary

"The **craft** of deriving all the fun and addicting **elements** found in games and applying them to real-world or productive activities."

Yu-kai Chou

The 8 Core Drives of Gamification
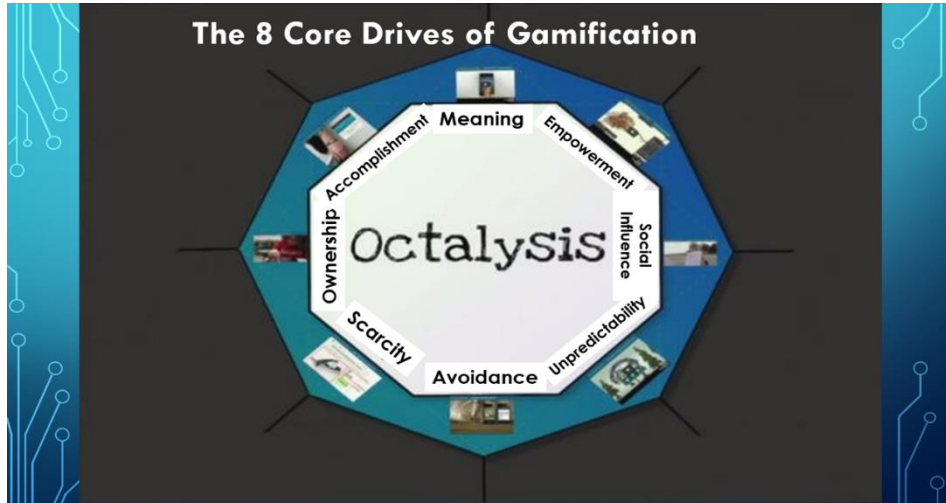
Ideas to Gamify your Lessons

Allow Second Chances. And Third.

Provide Instant Feedback

Make Progress Visible

Create Challenges Or Quests Instead Of Homework & Projects

Give Students Voice & Choice

Offer Badges & Rewards

Design A Class-Wide Skills & Achievement System

Implement Educational Technology

Embrace Failure; Emphasize Practice

Why should we use Badges?

- They are representations of a skill or achievement earned.
- They have been used to motivate behaviour, recognise achievement and stablish capability.
- They can be shared on social media profiles.
- They show learning as a pathway that goes beyond the classrooms.
- They make learning life-long and perceived.

Adapted from Openbadges.org

Links to suggested sources

QR code generator
https://www.qr-code-generator.com/

Quiz makers
https://kahoot.com

https://quizlet.com

https://quizizz.com/

http://www.triviacrackkingdoms.com/es/home/

Steps to Gamify your Lessons

Understanding the Target Audience and the Context → Defining Learning Objectives → Structuring The Experience

Identifying Resources

Applying Gamification Elements

Hsin-Yuan Huang, W., & Soman, D. (2013)

Simple Activities that can be Gamified

Role playing, research-oriented scavenger hunts, adapting classic television games or shows.
e.g., Jeopardy, Who Wants to be a Millionaire?, Mission Impossible

Further reading:

Acebo, M. (2018, April 16). 10 Specific Ideas To Gamify Your Classroom -. Retrieved July, 2018, from https://www.teachthought.com/pedagogy/how-to-gamify-your-classroom/

Davis, V. (2014) Gamification in Education. Retrieved in June 2018 from https://www.edutopia.org/blog/gamification-in-education-vicki-davis

Hsin-Yuan Huang, W., & Soman, D. (2013). A Practitioner's guide to Gamification of Education. Retrieved July, 2018, from http://www.rotman.utoronto.ca/-/media/files/programs-and-areas/behavioural-economics/guidegamificationeducationdec2013.pdf

Robb, D. (2012). Let the games begin. HRMagazine, 57(9), 93-94,96-97. Retrieved from http://search.proquest.com/docview/1039492375?accountid=14771

Yu-kai Chou. (2014). Gamification to improve our world: Yu-kai Chou at TEDxLausanne. Retrieved July, 2018, from https://www.youtube.com/watch?time_continue=577&v=v5Qjuegtiyc

Yu-kai Chou. (n.d.). Learn Gamification — the cheat codes to win the game of life. Retrieved July, 2018, from https://yukaichou.com/

Thank you!

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