

# GAMIFICATION WORKSHOP



Key to an effective implementation of gaming in the classroom starts with an environment that encourages feedback and reinforcement, not only between the instructor/teacher and students, but also between the students themselves. These socially interactive mechanisms, with the proper level of control for encouragement and discipline, can be designed in effective ways to create “fun” learning situations. The following examples reveal a number of ingenious approaches for not only improving the learning process, but also producing more effective educational environments (Chou, 2013).

## Gamification in Education Links:

Kahoot! is a classroom response system which creates an engaging learning space, through a game-based digital pedagogy.

Klikaklu is a treasure hunt iPhone/iPad application. Engage students in hands-on explorations. Each student must use an iPhone or iPad and have the Klikaklu app installed on their device in order to complete the treasure hunt.

Khan Academy is a non-profit educational organization created in 2006 by educator Salman Khan to provide "a free, world-class education for anyone, anywhere." Its website features thousands of educational resources, including a personalized learning dashboard, over 100,000 practice problems, and over 6,000 micro lectures.

VERSO APP: simple to use, pedagogy first approach, supports teachers in using student voice as a driver for deeper, personalized learning and is completely free.

Class Badges is a free online tool where teachers can award badges to students for accomplishments or academic mastery. Through your teacher account, you can award badges customized for your classroom or school. Badges can easily be aligned to academic goals or associated with existing school awards.

Duolingo is a massive online collaboration which combines a free language-learning website with a paid crowdsourced text translation platform. The service is designed so that students can learn a given language online, while helping to translate websites and documents. Beginners start out with basic, simple sentences from the web, while advanced users receive more complex sentences. As one progresses, so does the complexity of the sentences they are asked to translate.

Ribbon Hero is an add-in game, available as a free Microsoft download, to help educate users of Office 2007 and 2010 on how to use the tools available in the new ribbon interface. Wow, what a creative use of Education Gamification!

ClassDojo is a classroom management tool to help teachers improve behavior in their classrooms quickly and easily. It improves specific student behaviors and helps engagement by issuing awards and recording real-time feedback.

Goalbook is an online platform that helps teachers, parents and students collaboratively track progress. Blending qualities of social networking and Individualized Education Program (IEP) tracking software, the program makes it simple for students and teachers to set goals and for all involved parties to watch everything unfold.

Many students find school dull and boring, but Socrative 101 offers a solution. This education gamification company makes it easier to engage students through a response system that offers educational exercises and games over a laptop or mobile device.