

What is Game-based Learning

Game-based learning is simply using a game to learn. This can be reviewing vocabulary words through a quizlet review, or multiple-choice questions with kahoot.

“games are an effective way to learn because they simulate adventure and keep our brains engaged and happy “(Noonoo)

What is Gamification

Gamification is taking parts of what makes a game a game and bringing that to the classroom. It can be simple pieces of a game such as mystery, risks, challenge, reward, or competition and bringing that to classroom learning. Gamification does not need technology, but creativity.

Students can earn badges or points to showcase their skills instead of grades, competitions can be started among groups or classrooms to encourage mastery learning and different levels can be created for students at different learning levels.

Start small and add small pieces of gamification to your classroom, over time it can grow to meet your needs while increasing your student's interest!

Check out how I added Gamification to my Marketing II course, [click here](#)

References

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Noonoo, S. (2019, Feb 12). Playing Games Can Build 21st-Century Skills. Retrieved from <https://www.edsurge.com/news/2019-02-12-playing-games-can-build-21st-century-skills-research-explains-how>



Is Gamification Right for your Classroom?

Tips for selecting games:

Review game being used, make sure it is:

- 1) Age appropriate, it won't discourage your students with kiddie or advanced features
- 2) Level appropriate, make sure it is not too easy or too hard, but builds on knowledge
- 3) Relevant, not outdated, uses incorrect material or old operating system
- 4) Motivation, will this keep your student's interest and build on learning.

Charlotte Danielson Connections

2c. Managing Classroom Procedures-Students will have the "rules" of the game and directions on how to play (run the store). Students will understand the class routine and will be able to perform daily and weekly tasks after the initial rules and training are explained. Students will use time given in each class period to maximize potential points.

3c. Engaging Students in Learning-Students will be given an opportunity to choose his/her learning path and what level they would like to complete it at.

4a. Reflecting on Teaching-Students will complete an end of semester survey to provide feedback on course structure for next semester and future courses. [Survey Link](#)

Why Games Work in Education

1. Games provide feedback.

Super easy at first, encourages failure: fail a test vs fail level one reduces stress and anxiety.

2. Games provide structure.

Immediate-games keep points, short term-level up, long term-win the game. Students understand how to earn and lose points, and what actions help to level up.

3. Games require attention.

Good surprises are good, bad surprises can be good. No surprises are no good. Games keep students engaged and learning.

4. Games are social.

Games have competition, use collaboration, leaderboards, can be multiplayer, public leaderboard and points for 95% of class participating-encourages others to share in class.

Differentiation in Gamification

Gamification allows educators to provide choice in student learning with a "main quest" that lead students through primary content, with "mini-quests" or alternate paths that allow students to investigate further. Students can choose a learning path that interests them and supports their learning style. (Kiang, 2014).

Evaluation for E-learning

There are many items to consider when using various learning games/tools. The following are a suggested starting point:

- 1) What standards are being hit with the game? Does it meet more or less than needed? Does it provide enrichment, intervention, or engagement?
- 2) How does it run? Is it web based, do you need to download a program, is it internet dependent? Type of tech support offered.
- 3) What data points are provided? Does it give feedback along the way or a score when completed? How specific are the reports, by student, by class, by standard?
- 4) What is the cost? Is it free, trial offer? Can my school afford the program for years to come? Is the game only used for a small part of class, or it will provide all year learning?
- 5) What do the reviews say? What grade levels does it recommend? Is it a new program with risks, or is it an established game that has good feedback provided?



"One of the strengths of game-based learning is its recognized capacity to capture the attention of students and ensure their full involvement: their engagement." (game-learn.com)