



**The little
book of
Gamification**

Meet Deborah!

Dr. Deborah Healey is the 2019-2020 President of the Board of Directors of TESOL International Association. She has taught online and face-to-face teacher training courses for the University of Oregon - focusing on technology in education. She gamified both her online and her face-to-face courses.

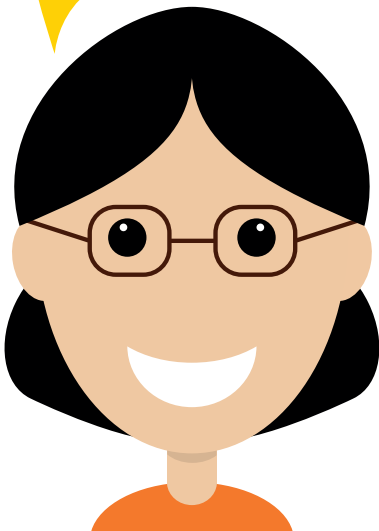


Dr. Deborah Healey

*Here are my top
8 tips to gamify
YOUR classroom!*

What is Gamification?

Educators and others have looked at the way **games** can deeply engage the people playing them. Players can have so much fun that time seems to stand still! This is because **game** designers include specific elements to motivate and excite players. Research in business and education is exploring how to use those **game** elements to create the same levels of engagement in areas that are not **games**. This is what we call “**gamification**”.



Glossary



Agency A feeling that you are in control.

Badges Students get these for special activities.

Epic meaning Doing something large and wonderful, like saving the world.

Game A system with rules, some sort of challenge, feedback of some sort, interaction, and fun.

Game constraints Rules of the game world.

Game mechanics Techniques used to create a game world, such as having tasks and rewards for specific actions.

To download Dr. Deborah Healey's white paper on gamification, go to macmillannavio.com

Gamification Adding elements of games and gaming to regular activities that we do not normally think of as games. This is not the same as playing games in class.

Learning objectives These are skills that you want learners to show.

Onboarding Helping someone get used to the game at the beginning of the game.

Quest A large project, usually with a team.

Syllabus A plan for a whole course.

Task A small assignment to do as part of the game.

XP's (eXperience Points) Learners earn these from tasks and quests.

Gamification Tip #1

Counting Up


Grades start at 100%. Every quiz and assignment can lower that score. It's not fun to lose. In a game, everyone starts at zero. Every action adds points. So how can you gamify your class?

Everyone starts at zero points. Each assignment and quiz adds points. You choose the points. It's good to have many smaller **tasks** in a large activity. In the large activity, each child can gain points for smaller **tasks**. All learners see their points go up, up, up. That's much more fun.



Gamification Tip #2

Points



Most video games use **MeXperience Points (XPs)**. A gamified class will use XPs too. Class XPs are usually about skills. XPs often come from assignment marks and quiz scores.

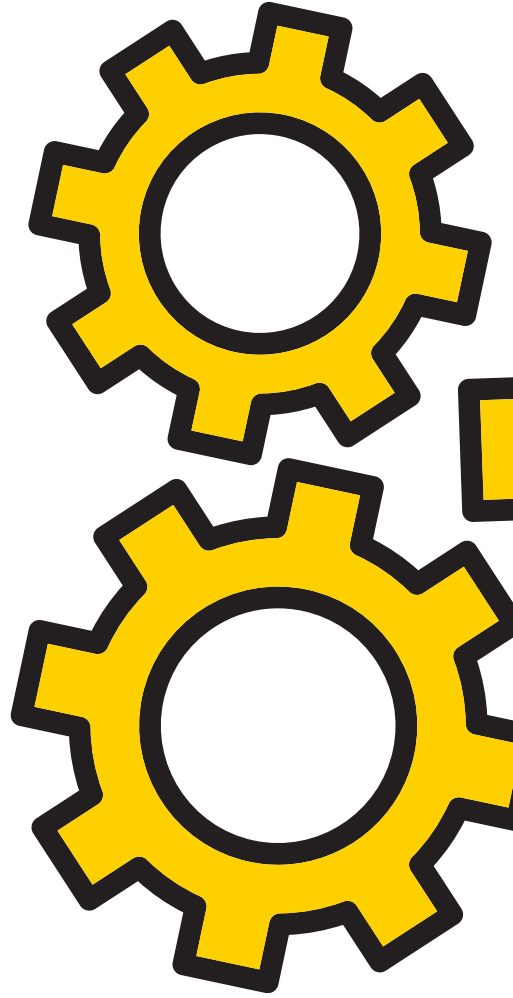
But the teacher can also reward other things with points. You can add points for actions like helping others (HPs, Helping Points). Maybe you give HPs for coming on time, too. Or for making someone feel better. You can choose. Make sure you tell learners about HPs. Children can learn to be good people while they are learning language!

Gamification Tip #3

Levels

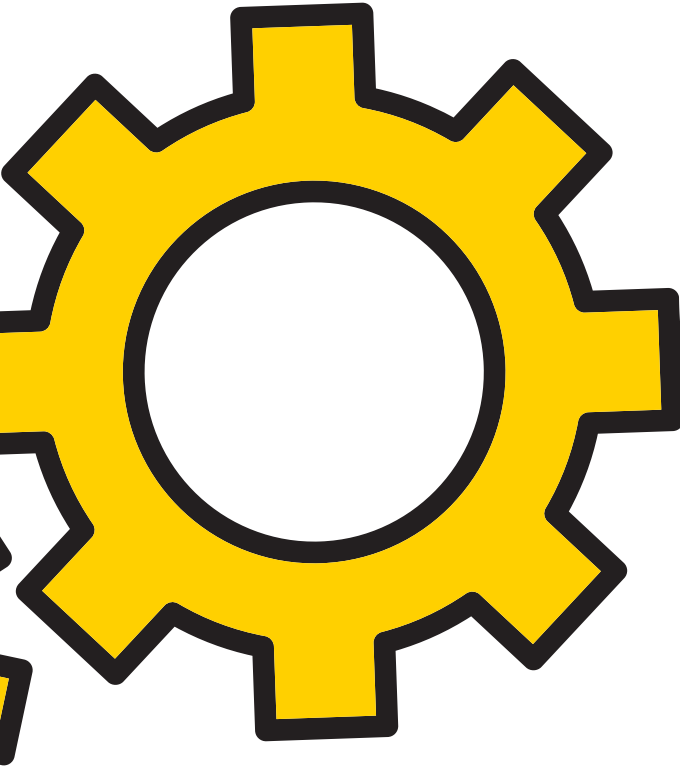
“Level up!” You get this in many games. Learners can level up in a language class, too. You (the teacher) think about the **syllabus** and **learning objectives**. Do you use units? Levels can match units. When learners meet the unit’s **learning objectives**, they can level up.

Or levels can match a set of skills. For example, a level could be about the alphabet. Can the learner recite the ABC and point to letters of the alphabet? That can be a level. Can learners name and label the parts of the body correctly? That can be a level. When learners meet the set of **learning objectives**, they can level up. Celebrate when everyone levels up.



Gamification Tip #4

Agency



Agency is a feeling. It is part of games and gamification. Agency means feeling in control, at least sometimes. Teachers have **agency** in class. We can give **agency** to our learners, too. We can let all learners make some choices about what to do. Maybe they

choose to work together. Maybe they choose one worksheet in class. Good students usually get choices. We must be sure that all learners have choices. In **games**, players with **agency** keep trying. They don't give up. All our learners need to feel **agency** in class, too.

Gamification Tip #5

Roles

We do group work in language class. A gamified class has teams. The team works together on **tasks** and **quests**. Team members have roles. For example, one or two people can read and explain. Another person can draw. Someone else can write. Another person can pay attention to the rules. Someone keeps everybody happy. Another one can lead.

It is fun to have **badges** for roles. Make sure every team works well together. Learners should change teams and roles, too. You want to be sure everyone can win sometime.



Gamification Tip #6

Rewards & Badges



Teachers use rewards in most classes. We often praise good work and good behaviour. We might give gold stars. **Badges** are one kind of reward. They show achievement. **Badges** can be digital or physical. They are usually colourful. You can give **badges** for points. For example, maybe 1,000 XPs get a Good Start **badge**. Maybe 50 HPs (Helper Points) get a Good Pal **badge**. You can give **badges** for levels, too. Make sure that everyone can earn a **badge**. Use **badges** to praise, not shame.

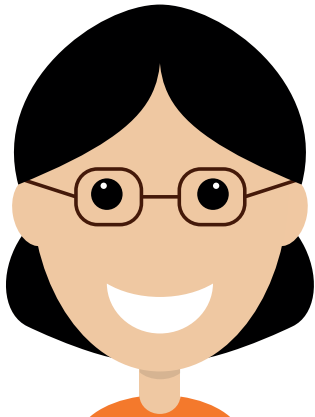
You can give rewards to the whole class. For example, maybe everyone was on time at least three days in the week. Extra points for everyone! Use praise, too. It is important to balance physical and verbal rewards. Keep a good feeling in class.

Gamification Tip #7

Free Lunch

Free lunch is a type of reward for the whole class. When the class does very well, you can say, “free lunch!” and give extra points or another reward. For example, it can be “free lunch!” if everyone gets a good score on an assignment. Or if everyone comes on time for several days.

You can give a free lunch reward if some people in a group do very well, too. A reward that learners expect is not free lunch. Build a good group feeling with free lunch sometimes.



Remember that free lunch should be a surprise!



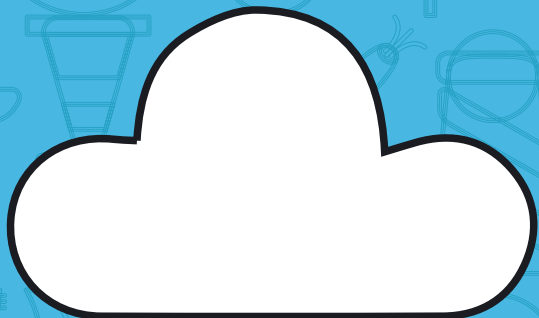
Gamification Tip #8

Quests



When you say “quest”, what do you think of? A large **task** that is fun and important? We can have **quests** in language classes, too. A project can be a **quest**. Think about a project, such as a class garden. Or maybe signs in English for the school.

A **quest** is much more than a worksheet. Teams work on the **quest** together. Give each person a role on the team. For example, one can be the leader. Another can be the artist. Another can interview. One or two more can present. Learners share their **quest** results with others. Invite other classes, friends, and parents!



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Navio is a next-generation digital platform that provides an enriched teaching and learning experience. Gamified language practice in immersive 3D worlds encourages students to repeat activities, creating opportunities for better language acquisition.

To learn more about Navio and download the white paper on gamification, go to:
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