Integrating Game Mechanics In Teaching

Even a Course can be Played
About Me

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The next 45 minutes

Fun & Gamification

Theory of game design for teachers

Gamification of my course

Questions
During the presentation when you see a game you recognize, write it down.
At the end of the presentation a valuable reward will be given to the one who recognized the most games.
Fun & Gamification
What is Fun?

Fun is the easiest way to change peoples behavior
If you eat your vegetables you can go play
If you clean your room you can invite friends
If you go to school you will be smart
If you go to work you will get paid
Fun is the opposite of a Chore or is it?
Perspective can make anything Fun
Some of the most popular games of our time

Fun and theme are not correlated

(Game based marketing - Gabe Zichermann)
Games are designed to maximize fun

For the past 30 years game designers turned fun making into science
Gamification

The concept that you can apply the basic elements that make games fun and engaging to things that typically aren't considered fun
Foursquare
Theory of game design for teachers
Did you have fun in school?
Do you have fun playing games?
Why do people enjoy games?

Bartle’s Test

Dudi: EAKS: E 73%, A 60%, K 40%, S 27%
Sometimes game designers approach only specific typecasts of players.
A teacher doesn’t have the privilege to choose only some student
For Explorers, Getting exposed to new knowledge. For Achievers, Getting an A (only at the end). Not much fun for Achievers, no fun at all for Socializers and Killers?

What is fun in a course?
If we ask students who enjoyed school to take the Bartle Test, what will they be?

I asked close to 10 friends and found some correlation.
How can we turn a course to be fun?
We need to change the way we think

Think different.

Our job is not only to teach, but to make students have fun
Students decide a course is a chore or a game, we can only influence their decision by planning our course to be fun.
Change No 1

The student is more important than the course material. We should plan courses around student needs and not around the need to teach.
Change No 2

Design a course like it was a game
The difficulty level is more important than chronologic order.
Use game mechanics in class
Students progress by accumulating XP. XP never goes down, it can not be redeemed or used.
Achievements

ACHIEVEMENT UNLOCKED
Become President
Status is the most important thing people play or live for. Status is more important than a grade and more valuable than cash. Grades and cash are just ways to show off your status.
Leader board

Status
Students have to know their status all the time
When showing a status, give your student ways to improve their status, tell them what to do to improve it.
In life a good choice is not incentivized automatically. In a game it is.

Incentives
Give incentives for each success and for each effort

A good word
A good word in front of friends
Points
Achievements
Interaction
More knowledge / Flexibility

Incentives
In a game there are always goals for each time period: short, mid or long.
Where are you going to be at the end of the course?

Where are you going to be at the end of each lesson?

Why do you want to get there?

Goals
All goals can have to be measurable
My Gamification Experience
Video games Design and Development program in Bait Berl, active since 2005
Video games Design and Development program
Introduction to video games programming
Introduction to video games programming
Introduction to video games programming
### Introduction to video games programming

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Introduction to video games programming
Is it worth it?
Students Emersion:
Attendance: 80% -> 100%
Exercise submitting: 74% -> 98%
Student Mail Interaction: 500% raise

Is it worth it?
Is it more fun?
When asked to pick the 3 most fun courses out of 14, 50% of the students chose the programming course!

Is it worth it?
Games always have losers
Yearly Cycle
Time
Who have more then 10 games?
ACHIEVEMENT UNLOCKED
Video Game Master
Questions?

If you don’t feel like asking now send me a mail: dudipeles@gmail.com
More about Gamification

http://gamification.co/

http://gamification.org/wiki/Encyclopedia
Books

REALITY IS BROKEN
Why Games Make Us Better and How They Can Change the World
JANE McGONIGAL

GAME-BASED MARKETING
Inspire Customer Loyalty Through Rewards, Challenges, and Contests
GABE ZICHERMANN, JOSELIN LINDE

TOTAL ENGAGEMENT
Using Games and Virtual Worlds to Change the Way People Work and Businesses Compete
BYRON REEVES, J. LEIGHTON READ
Thank you

For any question just mail me: dudipeles@gmail.com