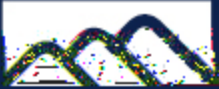


# Gamification of a session





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# Part One: What Game?



Teachline

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## Let the Game Begin



Skill set: Academic level of learners, specific background of learners

Group size: Number of learners

Environment: Physical or online, type of room

Time: Length of activity, length of session

Skill set: 1<sup>st</sup> year students, no experience in research methods

Group size: 60

Environment: Physical in a large class room with tables that are in rows

Time: 30 minute activity in a 1 hour session





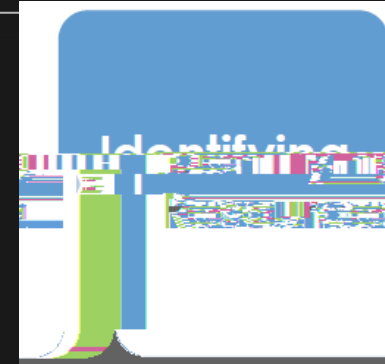
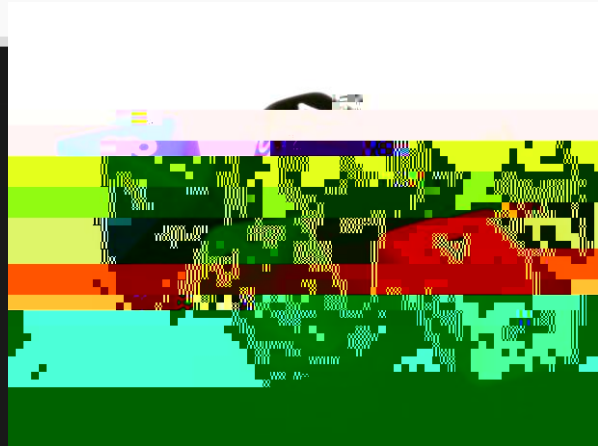
# Let the Game Begin

Stepping stones: What small steps (objectives) are needed, gradually increasing knowledge so the goal is achievable



Huang, W. H. Y., & Soman, D. (2013).

# Let the Game Begin



Tracking progress,

Getting feedback,



# Let the Game Begin

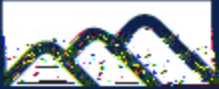


Applying  
Gamification  
Elements

Using play mechanics (see making the game)

Huang, W. H. Y., & Soman, D. (2013).

Research Report Series: Behavioural Economics in Action.



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# Part Two: Make the Game



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# Task

Over the next 25 minutes ...

Think about and sketch out your game idea with your partner.

Stuck:

Take a few dice and supplies

Think of your (or your children's / friends) favourite game ... Can it be adapted

I am happy to help!







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# Part Three: Test the Game



Teachline

Keep me update: Dr. Ian Turner  
@DocWithTheSocs / i.turner@derby.ac.uk