Enhance Students’ Learning and Engagement in a Gamified Class

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Wheel Decide

https://wheeldecide.com/index.php?c1=wearing+purple&c2=wearing+green&c3=2nd+row%2C+2nd+left&c4=First+name+starts+with+%22W%22&c5=First+year+teacher&c6=Teaching+more+than+20+yrs&c7=Teaching+more+than+10+yrs&c8=Last+row%2C+1st+right&c9=wearing+glasses&t=CABE+Wheel+Fun&other=5&remove=1
Agenda

- Welcome
- Rationale
- GBL v.s. Gamification
- How to gamify my class?
- Tools
- Potential challenges
How Do Your Students Feel?

Maslow's hierarchy of needs (1943)

- **Self-actualization**: desire to become the most that one can be
- **Esteem**: respect, self-esteem, status, recognition, strength, freedom
- **Love and belonging**: friendship, intimacy, family, sense of connection
- **Safety needs**: personal security, employment, resources, health, property
- **Physiological needs**: air, water, food, shelter, sleep, clothing, reproduction
Bloom's Taxonomy

- Remember
  - Recall facts and basic concepts
    - define, duplicate, list, memorize, repeat, state
- Understand
  - Explain ideas or concepts
    - classify, describe, discuss, explain, identify, locate, recognize, report, select, translate
- Apply
  - Use information in new situations
    - execute, implement, solve, use, demonstrate, interpret, operate, schedule, sketch
- Analyze
  - Draw connections among ideas
    - differentiate, organize, relate, compare, contrast, distinguish, examine, experiment, question, test
- Evaluate
  - Justify a stand or decision
    - appraise, argue, defend, judge, select, support, value, critique, weigh
- Create
  - Produce new or original work
    - design, assemble, construct, conjecture, develop, formulate, author, investigate
Discussion: Why do we play games?
Playing games is not just about having fun

- Student-centered
- Engagement and motivation
- Safe environment
- Cooperative learning
- Critical thinking & Problem solving skills
- Immediate feedback
- Bring the sense of success and achievement into the learning environment
- Increase students’ memory capacity and cognitive retention
Game-based learning & Gamification

Photo retrieved from Google Images
12 Elements to Gamify Content

- Conflict
- Collaboration
- Competition
- Strategy
- Chance
- Aesthetics
- Theme
- Story
- Resources
- Time
- Rewards/Scoring
- Levels

(Bradbury, 2017)

Gamify Speaking:
1) Secret box

- Realia
- Performance to Proficiency
- Attention from curiosity
2) Unspeakable/ Taboo (APP)
Gamify Vocabulary:
1) Teacher Says
2) Padlet

bit.ly/chencatesol
Gamify Reading/Speaking: Scavenger Hunt

- Learning by Doing (John Dewey)
- Authentic Learning Environment
- Digital Scavenger Hunt
Gamify Pronunciation: Lego (individual & groups)
Gamify Assessment:
1) Jeopardy

JeopardyLab
https://jeopardylabs.com/
2) Kahoot!

- Please log in: kahoot.it/

https://play.kahoot.it/#/k/bacdc17c-d626-4db9-9833-3164ed3b5faf
Quizlet
Gamify Classroom Management: Classdojo

WHAT IS CLASS DOJO?

- Online communication app
- For teachers, students and parents
- Sharing photos, videos and massages
Game Designing

- Performance vs. Proficiency
- Surface learning vs. Deep learning
- Collaborative, relationship building
- Students’ needs
  - Ask: If I was a student, would I want to play?
  - Consider: age appropriate, level (scaffolding), preference, large group/small group/one-on-one)
Potential Challenges

- Simply using games in the classroom (content unrelated)
- Based solely on a new idea or piece of equipment
- Impact on student learning not considered

(Parker and Post, n.d.)
Resources:

- Socrative (assessment)
- Quizlet (assessment/learning)
- Kahoot! (assessment/discussion)
- Padlet (assessment/discussion/project)
- Mindsnacks APP (K-12 ESL & foreign language)
- Classdojo (incentive/classroom management)
- Wheel Decide (classroom management)
- Online-Stopwatch
Thank you!