

TO GAME OR NOT TO GAME?

Gamification Methods For Learning

Player 1
Ilyena

Player 2
Camilla

Player 3
Fabricio



Active learning using games



"in active learning, students participate in the process and students participate when they are doing something besides passively listening."

Gamification:

- Games can draw **positive outcomes** (challenging in a positive way, reward for input, learn for a purpose of advancing, collaboration).
- The group members have to **collaborate** to come up with a solution.
- **Friendly competition** (with the other groups) is important.

Role-Playing Games

- **Fictional setting** is established with a narrative
- Players assume the **role of a character**
- The role is played via **decision-making** and **acting**
- A **Game master** presents the fictional setting, arbitrate results of character actions, and maintain the narrative flow



Intended Learning Outcomes (LOs):



- Learn about activating students using **gamification**;
- Experience the use of **role-playing as an activating teaching method**;
- In a real teaching situation the learning outcomes are **connected** to the topic and tasks in the game; today those are historical facts about the Spartan war in Ancient Greece.

Rules & Basics



- Get into **groups**
- **Collaboratively work** as a group to solve the challenges and survive the greek wars
- One of you needs to be a **messenger** which will report your answers to the game master
- You have a **limited health** which is represented by the paper of **hearts** in front of you
- If you win the challenges you can **gain hearts** becoming a stronger **spartan warrior**





Task 1: Google Task

You have 30 seconds to google what was the third servile war also known as?

Report your number via the messenger with the yellow answer paper to the game master or perish a heart.



Task 2: Estimation

Write a number on the back of your heart paper estimating the number of slaves in Spartacus ranks after the second expedition.

You have 30 seconds to write and hold up your paper.



Task 3: Charades

*Pick one member of your group to turn over the piece of paper and play **charades** (not the messenger).*

*Charades is where one person acts out whilst the others guess. **Re-enact the weapon** that the greek warriors used. You have **30 seconds** and you must not speak until you have guessed.*



What did we learn?

- Methods of **gamification** for education
- **Experiential learning** using the method
- **Activity based** learning activities
- **Historical facts** were learned during the game as a side product
 - Locations, events and characters are historically accurate

