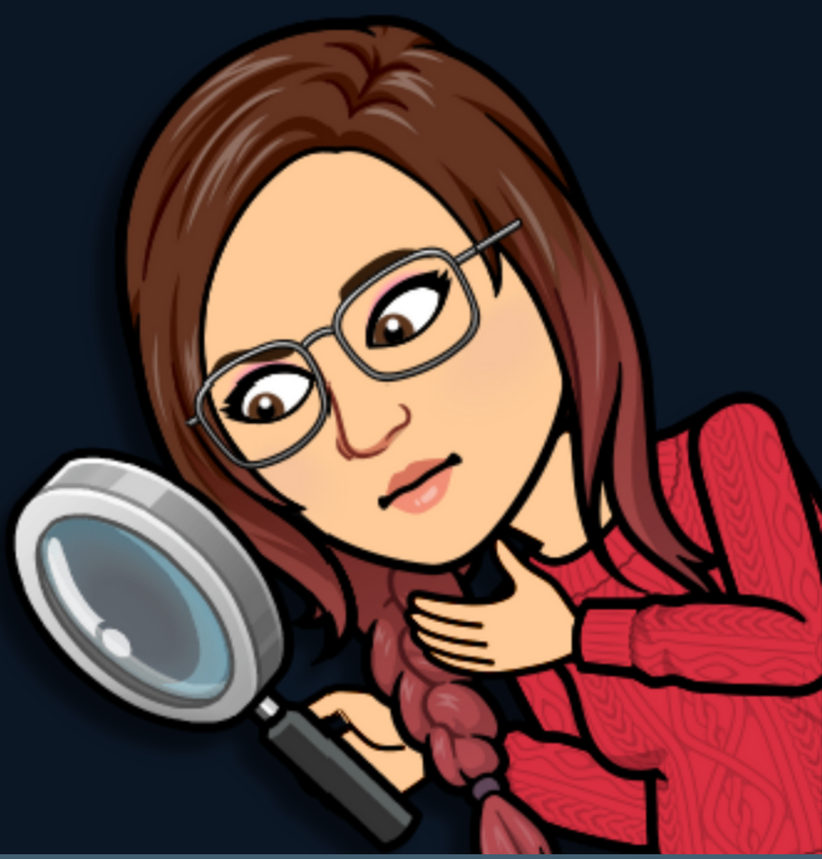
GAMIFY
EVERYTHING



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ROAD MAP

- EXPLAIN THE IMPORTANCE OF GAMES AND THEMES
- LIST THE BASIC COMPONENTS OF A GAME
- USING "THEMES" TO FACILITATE GAMIFICATION
- ADAPT EXISTING GAMES TO LEARNING PURPOSES
- USE A SIMPLE FORMULA TO CREATE SIMULATIONS
- MOVE GAMES AND SIMULATIONS ONLINE

MISSION 1

SECRET AGENTS

SECRET AGENTS

- SHARE YOUR SECRET AGENT NAME
- SHARE YOUR SECRET POWER
- WHAT ARE THE MOST BORING TRAINING SESSIONS YOU'VE HAD?

SHARE YOUR

THOUGHTS!

WHY GAMES AND THEMES?

WHAT

ARE WE TALKING ABOUT?

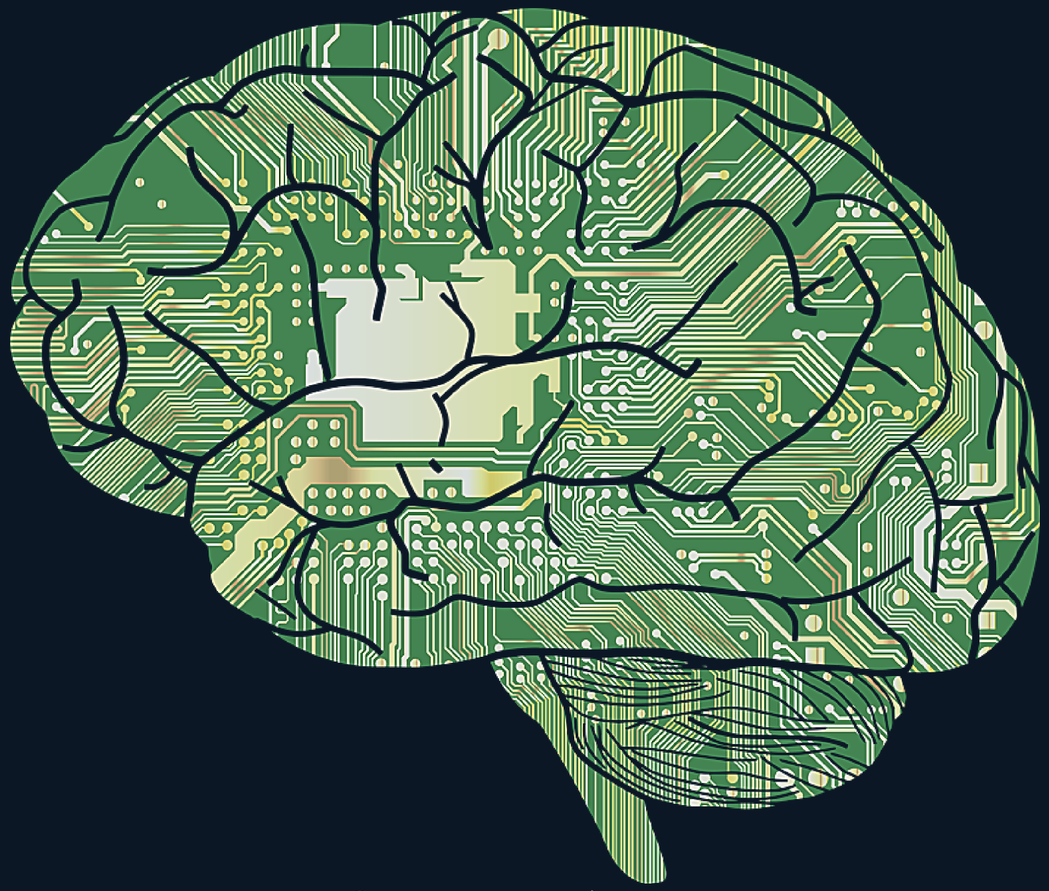
WHY ARE WE TALKING ABOUT IT?

GAMIFICATION INCREASES ENGAGEMENT

KIM, SONG, LOCKEE, & BURTON, 2018

,

GAMIFICATION ASSOCIATES WITH LOWER ACTIVATION OF THE DEFAULT MODE NETWORK



HOWARD-JONES, JAY, MASON, & JONES, 2016

GAMIFIED MATERIAL IS BETTER RETAINED

RANDEL, MORRIS, WETZEL, & WHITEHILL, 1992

FIERO

- THE EXCITEMENT ONE GETS AFTER OVERCOMING A DIFFICULT CHALLENGE IN THE GAME WORLD
- RELATED TO THE STATE OF "FLOW"

,

ENGH, D. (2020). FIRED UP FIERO (NO. 20). RETRIEVED APRIL 21, 2021, FROM HTTPS://WWW.UNIVERSITYXP.COM/PODCAST/20

CSIKSZENTMIHALYI, M. (2008). FLOW: THE PSYCHOLOGY OF OPTIMAL EXPERIENCE. HARPER

CLUE HUNT

MISSION 2

THE CASE

THE CASE

WHAT TOPIC WOULD YOU LIKE TO GAMIFY?

BASIC ELEMENTS OF A GAME

MISSION 3

SAVE THE WORLD!

HANDOUTS PAGE 10

SAVE THE WORLD

IN SMALL GROUPS, SOLVE THE PUZZLES AND UNCOVER THE FIVE COMPONENTS OF A GAME BEFORE THE BOMB EXPLODES!

CLICK HERE

CLUE # 1

ELEMENTS OF A GAME

- A GOAL
- RULES
- IMMEDIATE FEEDBACK
- VOLUNTARY PARTICIPATION
- A DEFINITION OF SUCCESS

From: Serious Gaming, J. Jansz

DUAL GOAL

- THE GAME GOAL
- THE LEARNING OBJECTIVE

WHAT WAS OUR GOAL?

WHAT WAS OUR

LEARNING OBJECTIVE?

WHAT WERE OUR

RULES?

HOW DID YOU GET

IMMEDIATE FEEDBACK?

VOLUNTARY

PARTICIPATION?

UH-OH

VOLUNTARY PARTICIPATION

- HAVE YOU DISCUSSED THE IDEA OF A GAME WITH YOUR STAKEHOLDERS?
- DOES THE GAME MATCH THE CULTURE OF THE ORGANIZATION?
- ARE THERE OPTIONS?

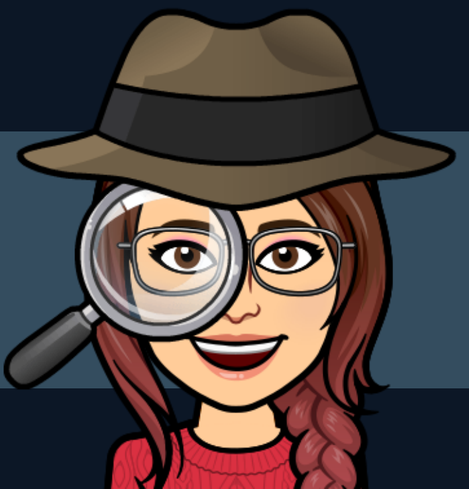
THE MEANING

OF SUCCESS

ACHIEVING

THE GOAL?

WHAT'S IN A THEME?



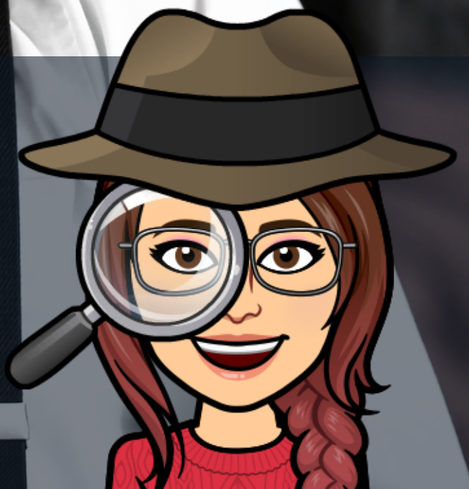
MISSION 4

THE PARTY

THE PARTY

IF YOU WERE PLANNING A PARTY,

WHAT THEMES COULD YOU USE?

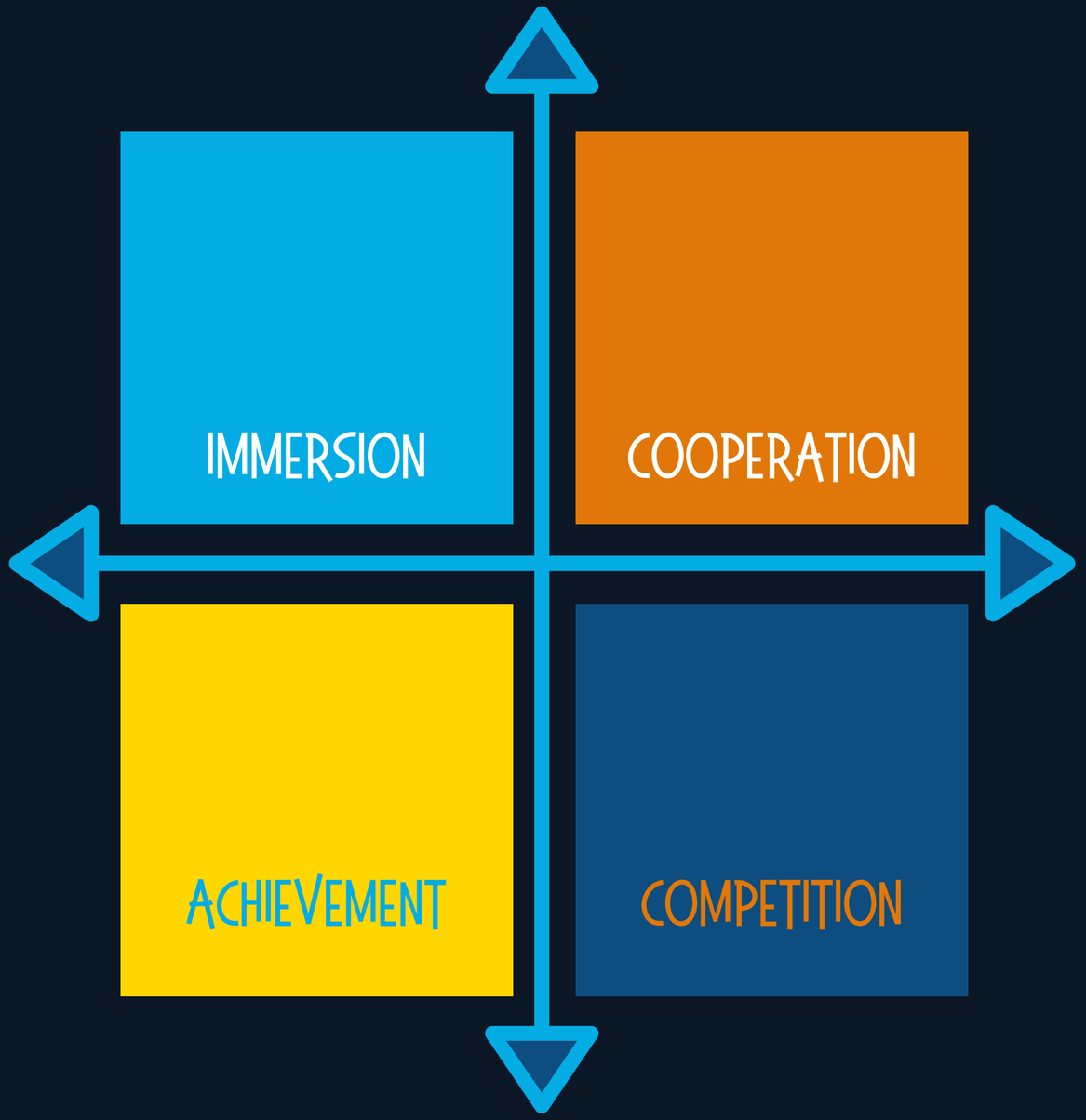


A THEME

"TO GIVE A PARTICULAR SETTING OR AMBIANCE"

From: Oxford Languages

BRIXTON
ACADEMY
UNDERGROUND
TELEPHONE
PUB
POWER
POWER



WHY THEMES?

JON RADOFF

Adapted from Jon Radoff - "Designing for User Motivation: Understanding the Four Quadrants & How They Affect Your Product Design"

THEME

- ANYTHING THAT UNIFIES YOUR TRAINING PROGRAM
- MAKES DEVELOPING GAMES FASTER
- HELPS PARTICIPANTS LEARN MATERIAL MORE DEEPLY

AUDIENCE

- EDUCATIONAL INSTITUTION OR ORGANIZATION?
- WHAT IS THE CULTURE LIKE?

WHAT IF YOU NEED

A TRADITIONAL THEME?

REAL WORLD

- COMPANY VALUES
- CUSTOMER SERVICE CAMPAIGN
- MAIN PRODUCT OR SERVICE

ANYTHING CAN BE A THEME AS LONG AS EMPHASIZES THE ENVIRONMENT!

MISSION 5

COLD CASE

COLD CASE

USE A RANDOM GENERATOR!

http://www.boardgamizer.com/themes

https://www.kawaiihannah.com/pixelart/tutorials/theme-generator/

WHAT
IS OUR
THEME?

WHAT TO THEME

- INVITATION LETTERS
- ICEBREAKER
- OUTFITS
- FACILITATOR'S GUIDE
- PARTICIPANTS' MATERIALS / SLIDES
- CELEBRATION / GRADUATION
- FOLLOW UP

Rytsas Tolvys!

Today (Wednesday, April 14) I'm at Bramble Castle (https://bit.ly/DrWildermuthBramble) between about 2 and 7. If you need me and I don't hear you I may have stepped out - just call me (I can usually hear you) or direct your Raven to 419 236 0378.

If you have questions about anything going on this weekend, contacting me today is a good idea. I am visiting the Grand Maester's Abode for my second dose against the Gray Scale Disease tomorrow, and since I had a reaction already in the first, am expecting some reaction the second time round. But wow - the relief will be sooooo worth it!

Remember to use a computer and Chrome if you visit me on my Bramble Castle. Unfortunately, Ravens sent from these odd rectangular thingies modern Westerosi take around do not seem to reach Bramble.

Cheers,

Lady Cris, House Wildermuth

CLUE # 2

MISSION 6

GAME OF THEMES

PICK THREE!

- INVITATION LETTERS
- ICEBREAKER
- OUTFITS
- FACILITATOR'S GUIDE
- PARTICIPANTS' MATERIALS / SLIDES
- CELEBRATION / GRADUATION
- FOLLOW UP

ADAPTING GAMES

INTEL

- FACE TO FACE OR ONLINE
- SYNCHRONOUS OR ASYNCHRONOUS?
- HOW MANY PLAYERS AT A TIME?
- HOW MUCH TIME DO YOU HAVE TO PUT IT TOGETHER?
- HOW MUCH TIME DO YOU HAVE TO RUN IT?

THE EVIDENCE

- TRAITS TO APPLES
- GAME OF MORALS
- TABOO
- TELEPHONE GAME

MISSION 7

THE EVIDENCE

THE EVIDENCE

🔎 DISCUSS OR SHARE ANY GAME YOU'D LIKE TO ADAPT

THE SCENE OF THE CRIME

FIND A GAME STORE AND EXPLORE AWAY!

MISSION 8

IMPROVISE

IMPROVISE

🔎 HOW CAN YOU ADAPT YOUR GAME?

THE SECRET FORMULA

SECRET FORMULA

- THERE IS A DISASTER OR PROBLEM – BUILD A SENSE OF URGENCY!
- PEOPLE WILL DIE OR LOSE SOMETHING IMPORTANT IF...

SECRET FORMULA

- TO "WIN" PARTICIPANTS MUST ... (RELATE TO THE LEARNING OBJECTIVES)
- WHAT ARE THE RULES? HOW DO PEOPLE SURVIVE OR SOLVE THE PROBLEM?

SECRET FORMULA

- BEGINNING OF THE TRAINING? FAILURE IS FINE
- END OF THE TRAINING? HELP THEM SUCCEED

EXAMPLES

- VIRTUAL TEAMS: THE DINOSAUR IS ATTACKING THE VILLAGE, BUILD A DINOSAUR!
- APA ADVENTURE: YOUR FINDINGS WILL GO INTO OBSCURITY, LEARN APA!
- A METEOR WILL DESTROY THE EARTH, FIND A WAY OUT WITH A SPACESHIP!
- TRAVEL SAVVY: USE YOUR TRAVEL BUDGET OR YOU'LL LOSE IT!

MISSION 9

PICK A CASE

PICK A CASE

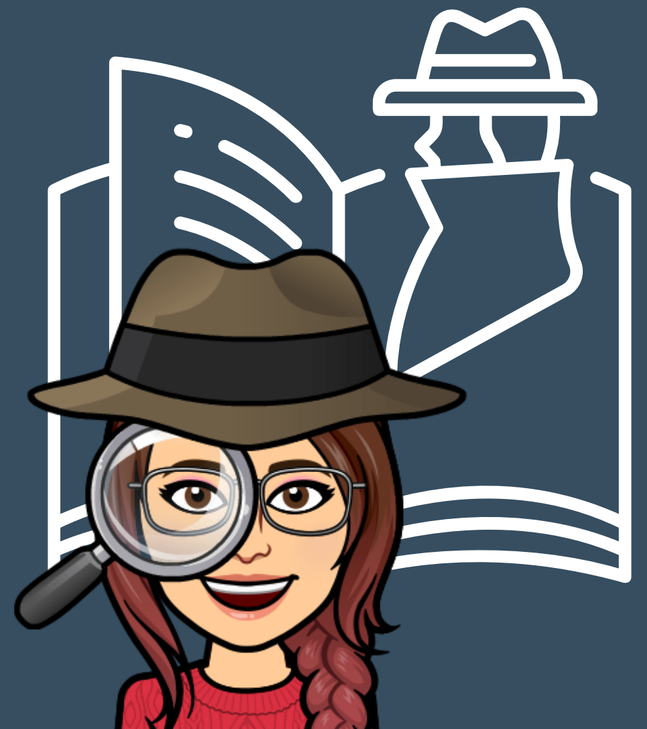
🔎 WHAT SIMULATION WILL YOU BUILD?

WHAT IS THE DISASTER?

WHAT HAPPENS IF...

HOW DO PEOPLE WIN?

ARE PEOPLE LIKELY TO WIN OR LOSE?



CLUE # 3

THE ONLINE DETECTIVE

TOOLS

🔎 WHAT TOOLS HAVE YOU USED?

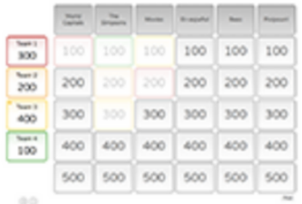
FLIPPITY.NET

Flippity Flashcards

Easily turn a Google spreadsheet into a set of online flashcards.

Demo Instructions Template

Flippity Quiz Show



Easily turn a Google spreadsheet into a trivia game show.

Demo Instructions Template

Flippity Random NamePicker

Easily turn a Google spreadsheet into a random name picker.

Demo Instructions Template

Flippity Randomizer

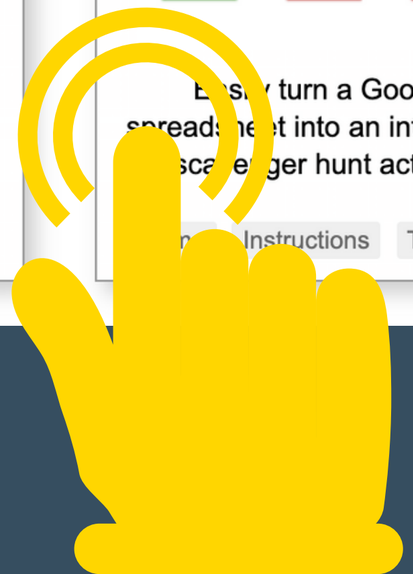
Easily turn a Google spreadsheet into a set of randomizer wheels.

Demo Instructions Template

Flippity Scavenger Hunt

Easily turn a Google spreadsheet into an interactive scavenger hunt activity.

Demo Instructions Template

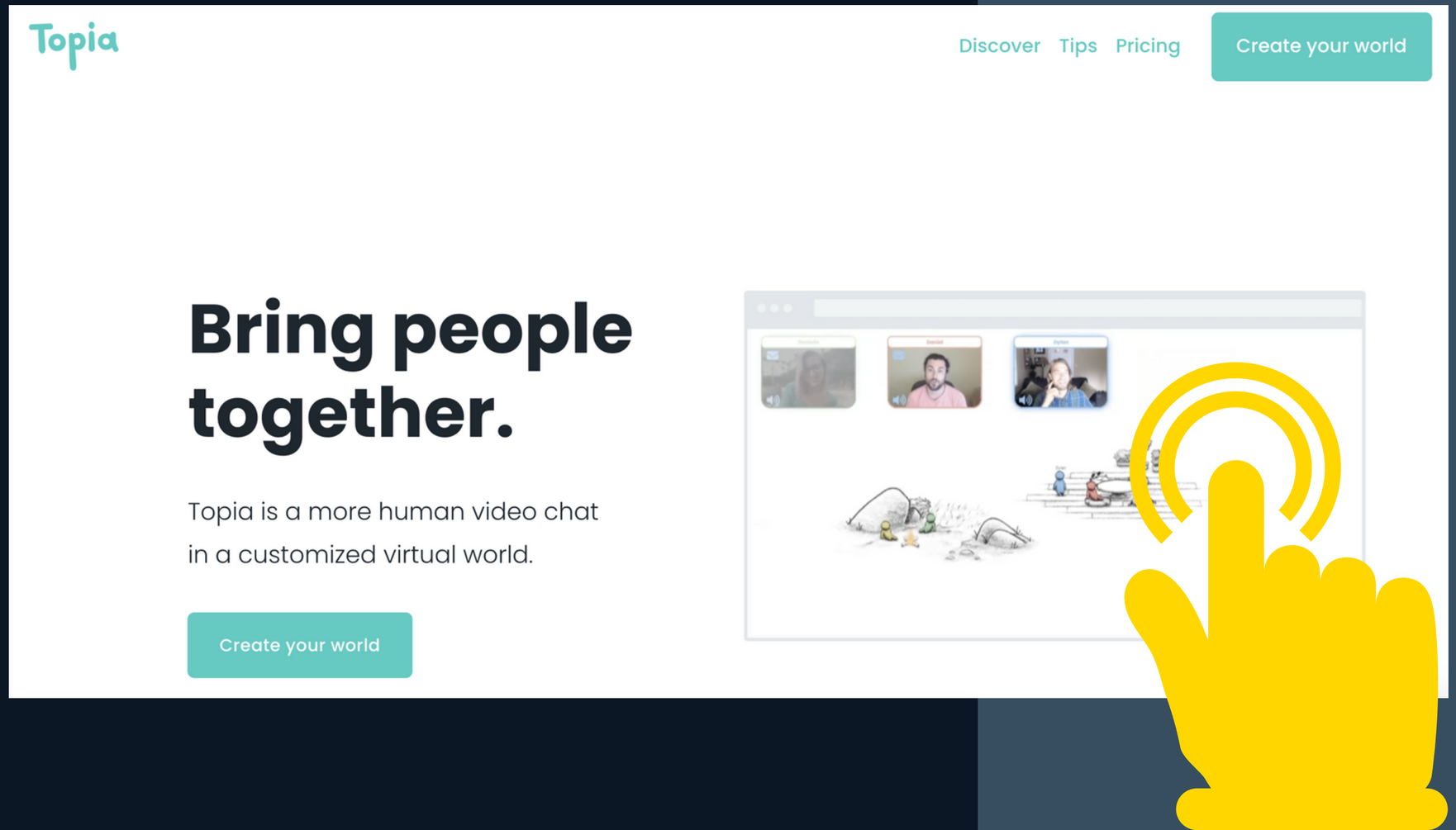


GOOGLE SLIDES

Game of Morals

Releasing Ned Stark

TOPIA


Topia
Discover
Tips
Pricing
Create your world
Bring people together.
Topia is a more human video chat in a customized virtual world.
Create your world

DO YOU NEED

A FANCY TOOL?

NO!

WHAT ONLINE TOOL BEST MATCH YOUR OBJECTIVES, AUDIENCE, AND RULES?

CLUE # 4

MISSION 10

THE GADGETS

THE GADGETS

🔎 What will you use from today?

CLUE HUNT

CRACK THE CASE!

1. BE PRECISE, COPY, REUSE THE SAME, SPECIALIZE
2. COOPERATE, COPY/ADAPT, RECYCLE, USE YOUR TOOLS
3. AVOID MISTAKES, RELAX, KEEP MOVING, DIY IT
4. WORK AS A TEAM, MAKE IT PRETTY, ALWAYS REVIEW, SIMPLIFY

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THANK YOU!

HAPPY SLEUTHING!

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