

# GAMIFY EVERYTHING



MASTER OF SCIENCE IN LEADERSHIP DEVELOPMENT  
DRAKE UNIVERSITY  
TALENT DEVELOPMENT & LEADERSHIP CONCENTRATIONS  
[WWW.DRAKE.EDU/LEADERSHIP](http://WWW.DRAKE.EDU/LEADERSHIP)

# ROAD MAP

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- 🔍 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



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# MISSION 1

2

## SECRET AGENTS

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







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## WHY GAMES AND THEMES?

WHAT ARE WE TALKING ABOUT?







## WHY GAMES AND THEMES?

WHY ARE WE TALKING ABOUT IT?

## RESEARCH NOTES

## CLUE HUNT



# MISSION 2

7

## THE CASE

WHAT TOPIC WOULD YOU LIKE TO GAMIFY?





## BASIC ELEMENTS OF A GAME

NOTES

# MISSION 3

9

## SAVE THE WORLD

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

NOTES

CLICK HERE





# WORD BANK

10

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

NOTES



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?



WHAT ABOUT VOLUNTARY PARTICIPATION?

# PARTICIPATION

14

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

HOW WAS SUCCESS DEFINED?





## WHAT'S IN A THEME?

NOTES



## THE PARTY

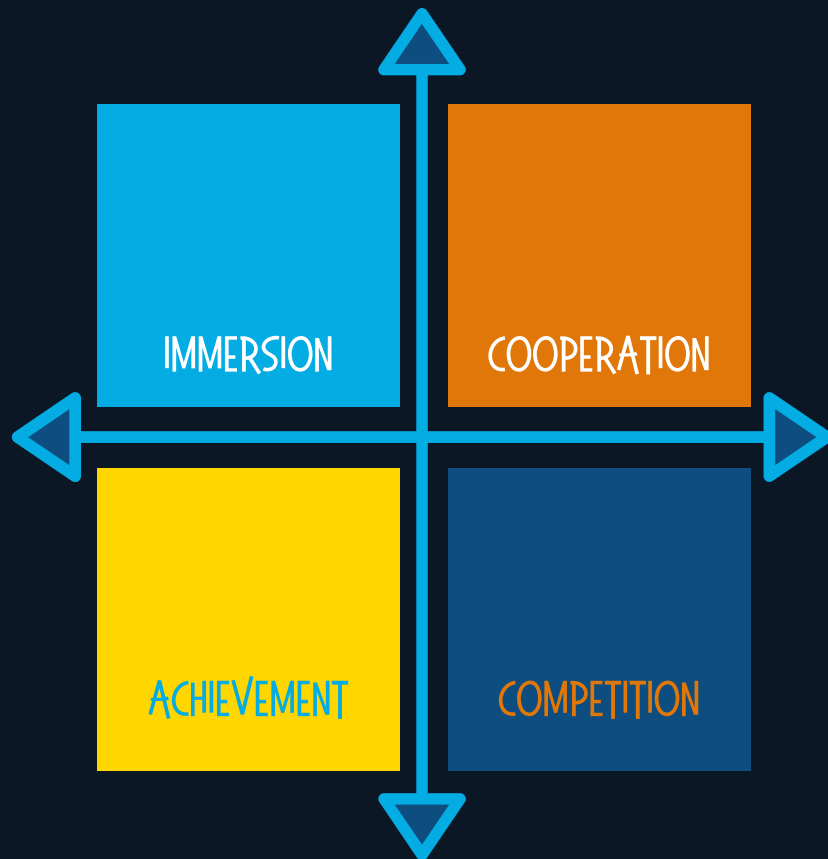
IF YOU WERE PLANNING A PARTY, WHAT THEMES  
COULD YOU USE?



# WHY THEMES?

17

JON RADOFF



NOTES

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

# THEME

18

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

A THEME DOES NOT NEED TO BE SUPER OUT OF THE BOX – BUT IT CAN BE!

NOTES



# AUDIENCE

19

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

NOTES



# WHAT IF YOU NEED

20

A TRADITIONAL THEME?

NOTES

# MISSION 5 COLD CASE

21

USE A RANDOM GENERATOR!

[HTTP://WWW.BOARDGAMIZER.COM/THEMES](http://www.boardgamizer.com/themes)








[HTTPS://WWW.KAWAIIHANNAH.COM/PIXELART/TUTORIALS/THEME-GENERATOR/](https://www.kawaiihannah.com/pixelart/tutorials/theme-generator/)

MY THEMES



# WHAT TO THEME

22

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



NOTES



# MISSION 6

23

## GAME OF THEMES

### PICK THREE!

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



NOTES







## 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

26

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

NOTES



# MISSION 7

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## THE EVIDENCE



DISCUSS ANY GAME YOU'D LIKE TO ADAPT



# MISSION 8

28

## IMPROVISE



HOW CAN YOU ADAPT YOUR GAME?





## THE SECRET FORMULA

- 🔍 THERE IS A DISASTER OR PROBLEM – BUILD A SENSE OF URGENCY!
- 🔍 PEOPLE WILL DIE OR LOSE SOMETHING IMPORTANT IF...
- 🔍 TO "WIN" PARTICIPANTS MUST ... (RELATE TO THE LEARNING OBJECTIVES)
- 🔍 WHAT ARE THE RULES? HOW DO PEOPLE SURVIVE OR SOLVE THE PROBLEM?
- 🔍 BEGINNING OF THE TRAINING? FAILURE IS FINE
- 🔍 END OF THE TRAINING? HELP THEM SUCCEED



# EXAMPLES

30

- 🔍 VIRTUAL TEAMS: THE DINOSAUR ATTACKS 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!

NOTES

# MISSION 9

31

## PICK A CASE



WHAT SIMULATION WILL YOU BUILD?





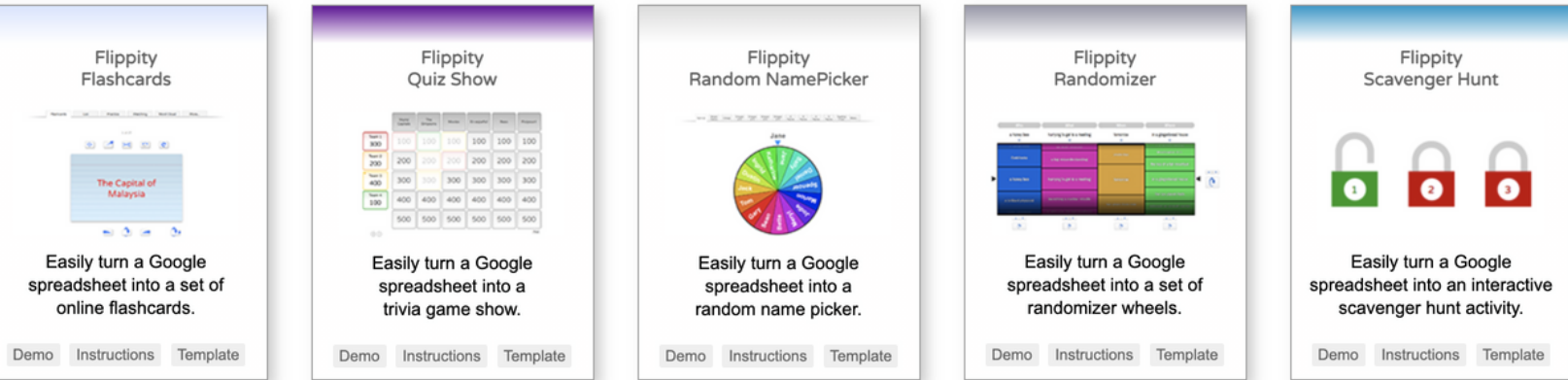
32

## THE ONLINE DETECTIVE



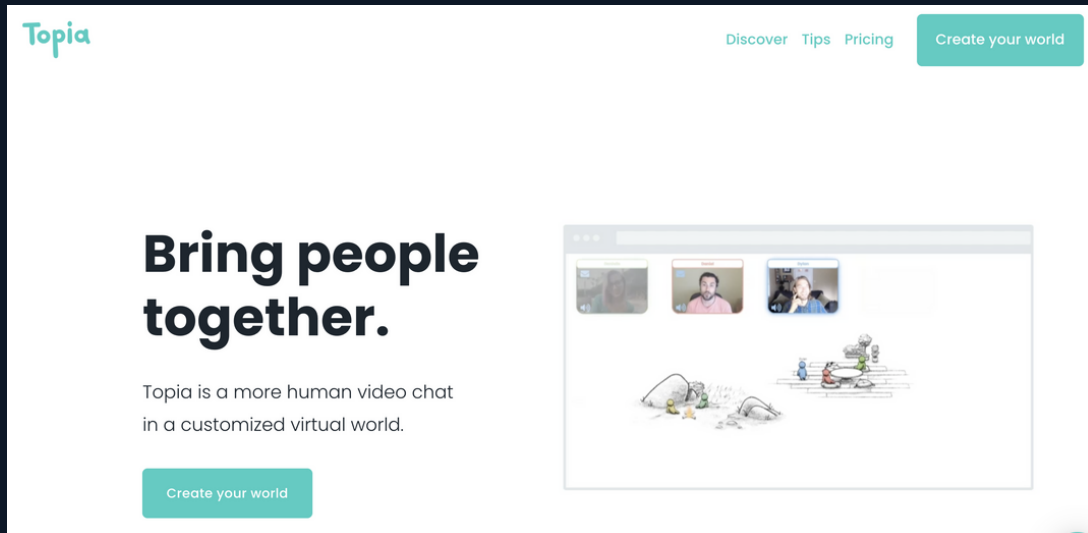
WHAT TOOLS HAVE YOU USED?

NOTES



## GOOGLE SLIDES





## CRIS TOPIA EXAMPLES

[HTTPS://BIT.LY/TOPIAGAMEOFMORALS](https://bit.ly/topiagameofmorals)

[HTTPS://BIT.LY/TOPIAWORLDDemo](https://bit.ly/topiaworlddemo)

# MISSION 10

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## THE GADGETS



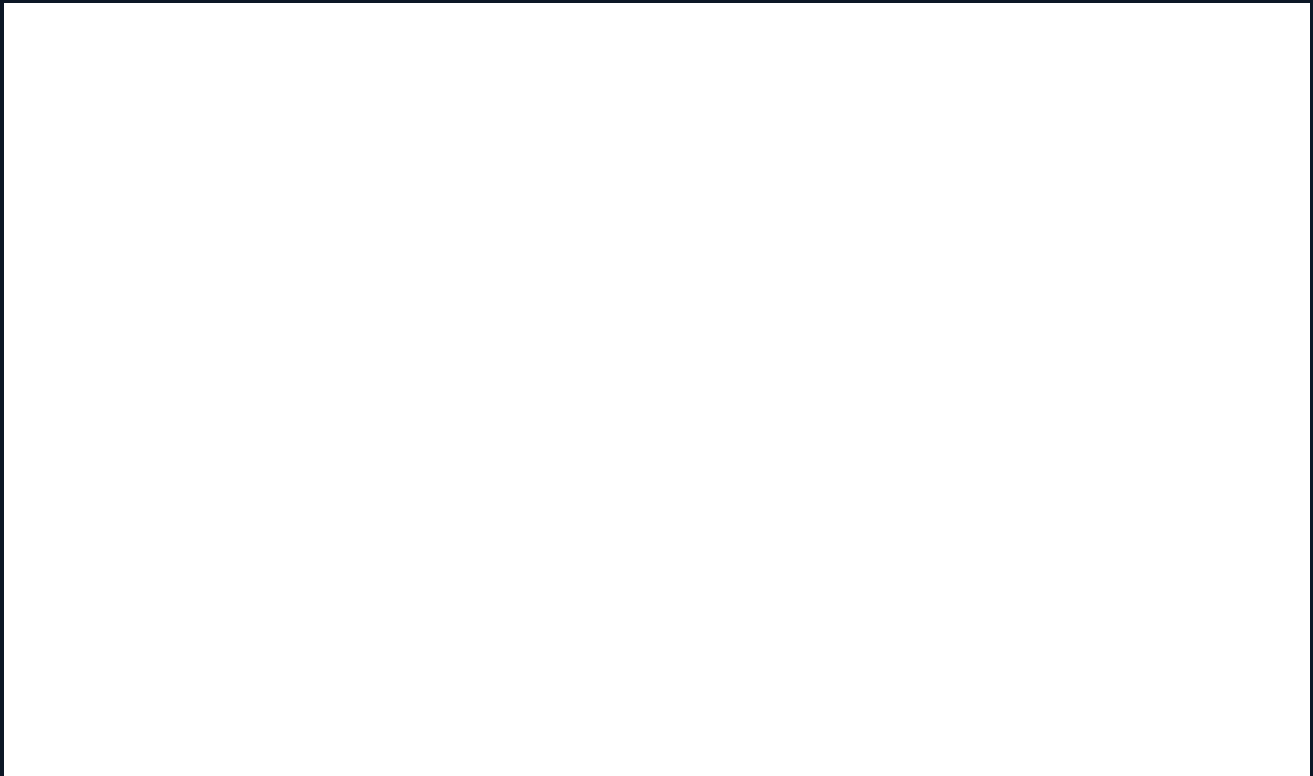
WHAT WILL YOU USE FROM TODAY?



CRACK THE CASE!







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**THANK YOU!**  
**HAPPY SLEUTHING!**



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