



# GAMIFICATION



“the future of education”



Workbook for Anatolian Teacher High Schools

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# OBJECTIVES

At the end of this course,

- Students will be able to gain knowledge about Gamification.
- Students will be able to gain knowledge about Educational Games.
- Students will be able to be aware of the benefits of Gamification in classroom.
- Students will be able to have knowledge about the types of video games.

# PREFACE

This workbook was prepared by Alparslan ARSLANKAYA for CEIT207 Design and Use of Instructional Material course. This material was prepared for the Anatolian Teacher High School Students to make them familiar to gamification and to make them aware of the benefits of gamification. 5 Gamification examples are given in this workbook.

I hope that students will make use of this workbook efficiently.

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# VOCABULARY LIST

- **Collaboration:** the activity of working together to create or achieve the same thing, or a product of this
- **Compelling:** very exciting or interesting and making you want to watch, listen, etc
- **Competitive:** wanting to win or to be more successful than other people
- **Didactic:** intended to teach, especially in a way that is too determined or eager, and often fixed and unwilling to change
- **Engagement:** the fact of being involved with something
- **Enthusiasm:** a feeling of energetic interest in a particular subject or activity and an eagerness to be involved in it
- **Feedback:** information or statements of opinion about something, such as a new product, that can tell you if it is successful or liked
- **Interactive:** involving communication between people
- **Keep track:** to make certain that you know what is happening or has happened to someone or something
- **Reinforce:** to make something stronger
- **Reward:** something given in exchange for good behaviour or good work

## What is a Game?

A game is a rule-based environment that is responsive to the player's actions, offers an appropriate challenge to the player, and keeps a cumulative record of the player's actions.

The human condition goes hand in hand with the competitive spirit so in offering us the opportunity to seize victory, a game becomes a compelling and attractive environment and an ideal opportunity for learning to take place.





## What is Gamification?

The gamification of learning which is an educational approach aims to motivate students to learn by using video game design and game elements in learning environments. Additionally it improves learners' engagement and motivation. Gamification has 4 main principles which are;

⇒ *Freedom to fail*

⇒ *Rapid feedback*

⇒ *Progression*

⇒ *Storytelling*

# 4

## Benefits of Gamification in Education





## 1) It makes learning fun and interactive.

Thanks to the rewards, it can be very satisfying and intensely motivating. As it makes learning informative and exciting, it is crucial for education.



## 2) It creates efficient and more fun environment.

Gamification makes learning fun and so learners are far more likely to engage with an enjoyable learning program than a boring one.

### 3) It creates an addiction to learning.

When our brain wants to reward us, we feel good. Learning about new things due to gamification with a rewarding experience is highly important for learners.



### 4) It gives learners the opportunity to see real-world applications.

Due to gamification, learners are able to get a first-hand look at how their choices within the game result in consequences or rewards.



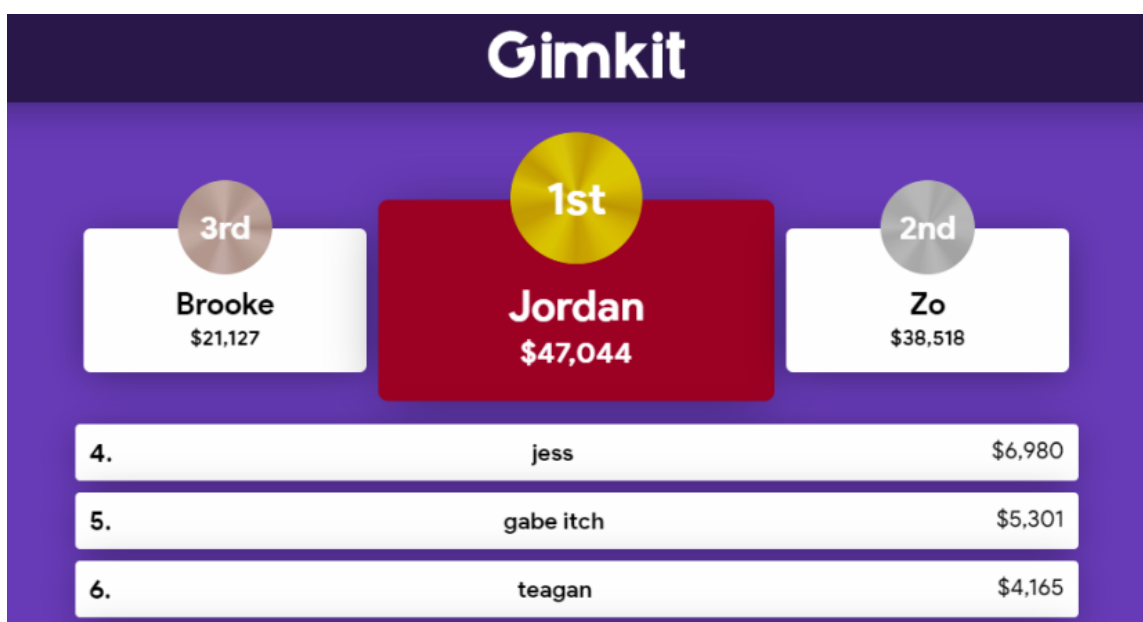
The logo for Gimkit, featuring the word "Gimkit" in a white, bold, sans-serif font on a dark purple rectangular background.

# Gimkit

Gimkit is a suitable game to be used in the classroom. This game app allows teachers to build quizzes that students have to solve. It is called as a game show for the classroom that requires knowledge, collaboration, and strategy to win. Students answer questions on their devices according to their own pace.

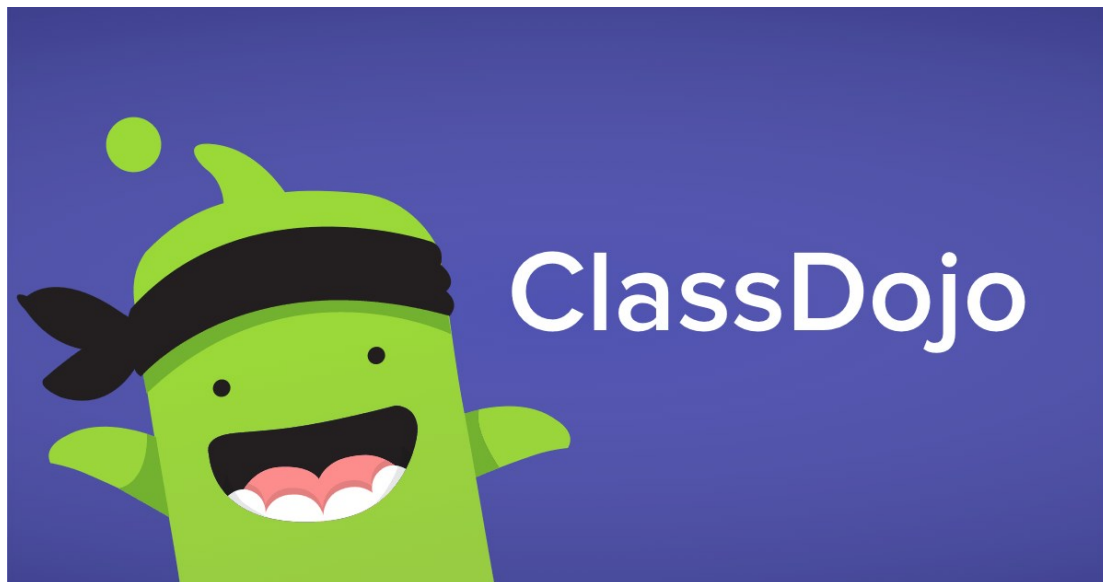


Here's the "gamification-factor" about Gimkit: students earn in-game cash by answering questions correctly. However they should be careful because an incorrect answer will cost them. Students can reinvest their earned digital money by purchasing upgrades and powerups that suit their strengths.



Gimkit is actually a live classroom game, yet it can be used for homework assignments which are graded automatically. Gimkit eventually generates a report detailing what your students need help on.



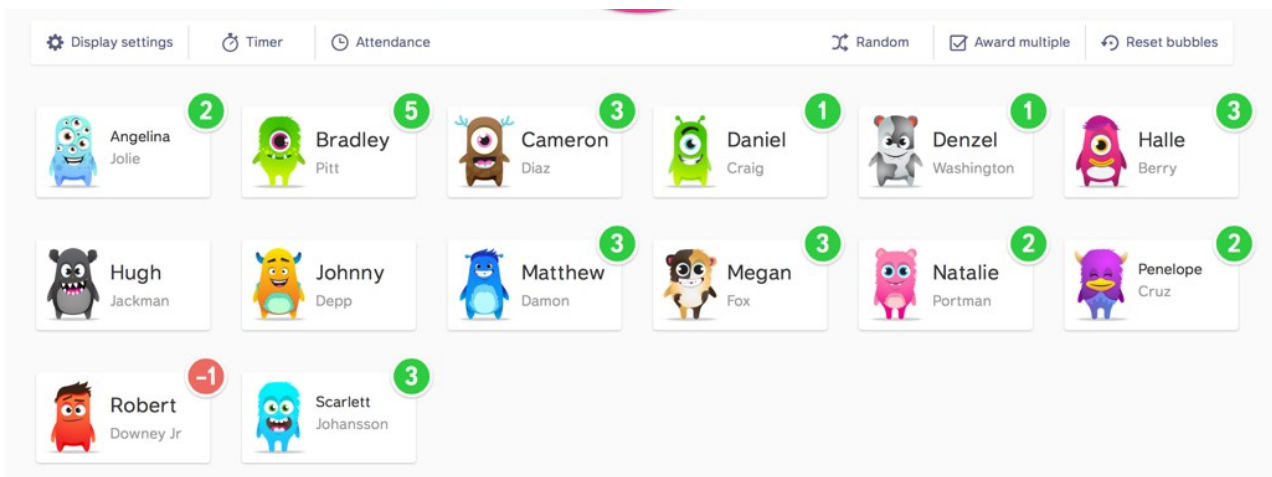


Class Dojo is beneficial especially for younger students usually in the primary school stage. The setting is a digital dojo where students can keep track of their mastery and skills. This app automatically gives each student an avatar which is a little monster.

Each little monster collects points for anything from participation to helping others in the class. Teachers can use this app from a computer or mobile device which makes it a flexible platform.



One of the greatest things about Class Dojo is that it helps connect teachers, students, and parents. Although the app gives feedback instantly on the students' performance, it can also send a monthly report to the parents. Therefore, it helps close the gap between home and the classroom.



This app even helps teachers reinforce good behavior. Its graphics and sound effects react to when students lose points, thereby motivating them to do better. Class Dojo also helps save teachers time. Spending less time on keeping up this gamification aspect of the classroom makes more sustainable.





# BookWidgets

interactive learning

BookWidgets can be used well for anybody who uses Google Classroom or merely a digital whiteboard or any other devices. This app offers 40 templates for teachers to create interactive lessons.

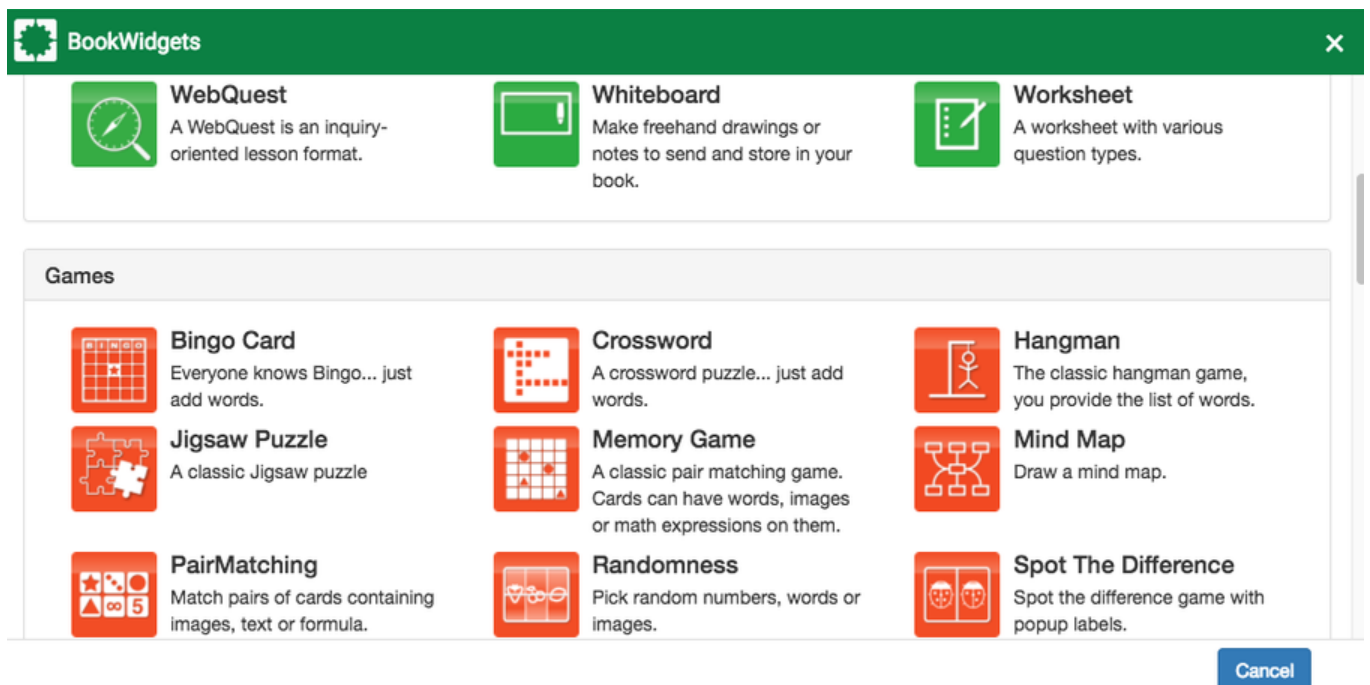
Depending on the subject or aim of the lesson, teachers can use anything from quizzes to arithmetic to bingo cards. The variety of templates let teachers make lessons of all kinds more interactive. Furthermore, the different templates can help gamify things like reviews, tests, and more.





All teachers need to do is launch the app and click the “Create Widget” option to begin devising their next interactive lesson. Lesson planning time will decrease as student participation skyrockets with BookWidgets.

Just check out this ready-to-use gamified WebQuest about Halloween. Students have to solve a murder and earn their inspector badge at the end. Just click on the image and share the link with your students.



The screenshot shows the BookWidgets application interface. At the top is a green header with the BookWidgets logo and a close button. Below the header are three main widget categories: WebQuest, Whiteboard, and Worksheet. Each category has a green icon and a brief description. Below these is a 'Games' section with a light gray background, containing nine different game options, each with an orange icon and a description. A blue 'Cancel' button is located at the bottom right of the interface.

Widget Type	Icon	Name	Description
WebQuest		WebQuest	A WebQuest is an inquiry-oriented lesson format.
Whiteboard		Whiteboard	Make freehand drawings or notes to send and store in your book.
Worksheet		Worksheet	A worksheet with various question types.
Games		Bingo Card	Everyone knows Bingo... just add words.
Games		Crossword	A crossword puzzle... just add words.
Games		Hangman	The classic hangman game, you provide the list of words.
Games		Jigsaw Puzzle	A classic Jigsaw puzzle
Games		Memory Game	A classic pair matching game. Cards can have words, images or math expressions on them.
Games		Mind Map	Draw a mind map.
Games		PairMatching	Match pairs of cards containing images, text or formula.
Games		Randomness	Pick random numbers, words or images.
Games		Spot The Difference	Spot the difference game with popup labels.





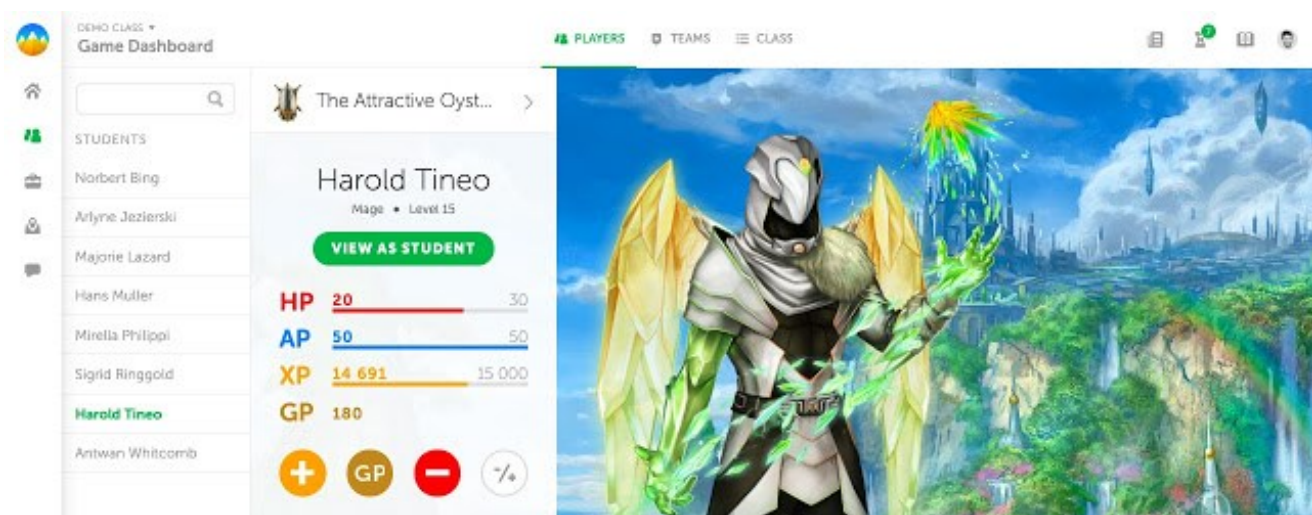
# CLASSCRAFT

Students create their own avatars that have special powers. They play in groups to keep the team spirit alive. If someone ignores a deadline, it may be a disadvantage for the whole group. You can say this game app concentrates on teamwork and tries to make better relationships between students.

Students can gain or lose different points while playing by the classroom rules or breaking them. For example, students who help other students with their homework get a certain amount of points.



When they have enough points, they can use a power like: the “warrior” can eat in class”. Students can also lose those points while breaking the rules. If they lose all their points, they get a “punishment” such as: bring a treat for the whole class or hand in an assignment one day early.



You can choose every power and punishment as a teacher. Classcraft has both a timer and a stopwatch available, as well as a quiz tool where the avatars have to battle a “boss”. In order to beat the boss, they have to get the answers right.





# Kahoot!

Kahoot raises the students' enthusiasm about learning. Kahoot! uses music, images, and a colorful interface to get students excited and curious about the task at hand similar to a gameshow. It is especially useful for quizzing vocabulary, multiplication, and simple geography, this app asks students to select the correct answer within a time limit.



Students get points for each correct answer and also get extra points if they answer faster than others. Whether they're playing individually or in teams, students will feel very rewarded when they see their score rising.

What is Marios mood? (All the time) 🔍

7 Next

2 Answers

▲ Angry ✓

◆ Happy

● Stupid

■ Sad

kahoot.it Game PIN: 528741

Racking up more and more points generally means that students get invested in the game and want to continue playing. Actually, your students may become addicted to Kahoot.



# ASSESSMENT

Please write the answers of the given questions.

1) *What are the the principles of Good Gamification?*

A) .....

B) .....

C) .....

D) .....

2) *Give 3 examples of Gamification.*

A) .....

B) .....

C) .....

# ASSESSMENT

3) *Write 3 benefits of Gamification in Education?*

1) .....

2) .....

3) .....



# REFERENCES

**Images and Vectors:** freepik.com

**Informations:** kahoot.com

bookwidget.com

classcraft.com

classdojo.com

[www.growthengineering.co.uk/definition-of-gamification/](http://www.growthengineering.co.uk/definition-of-gamification/)