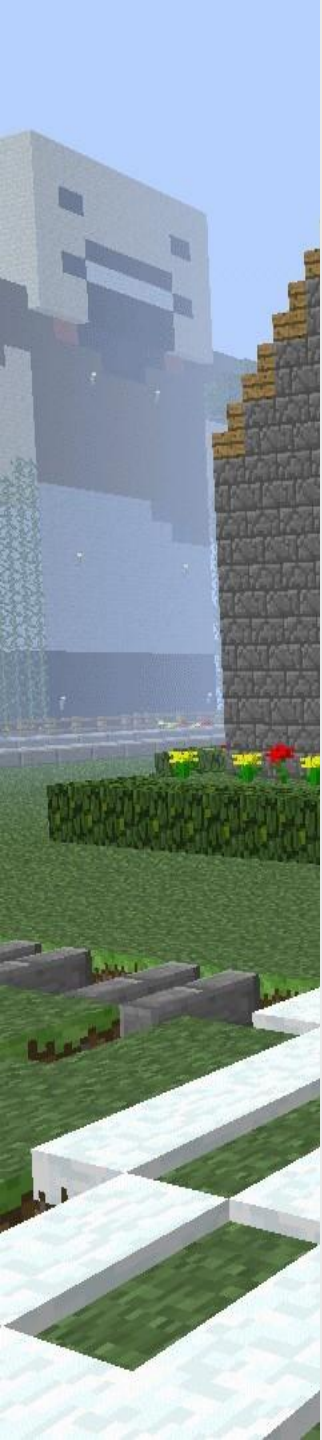
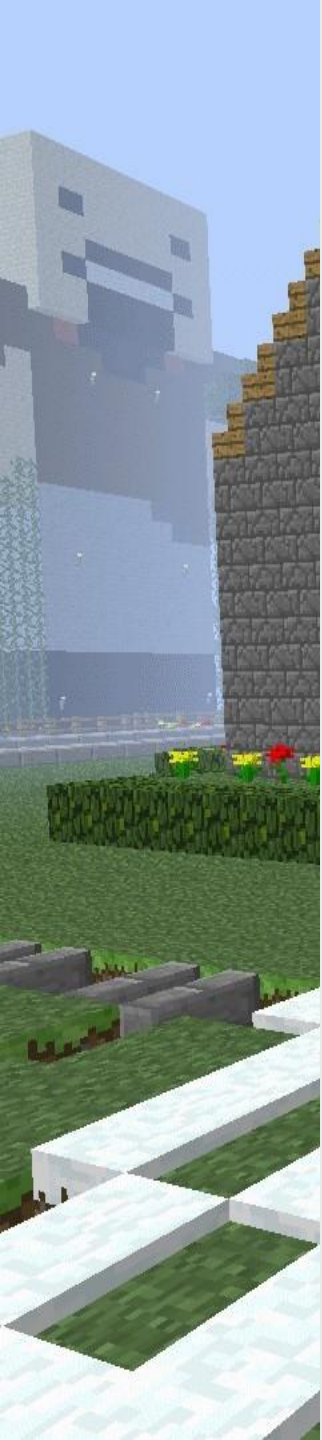


Gamification In Education



Gamification In Education

- What
- Where
- Why
- How





What

Gamification

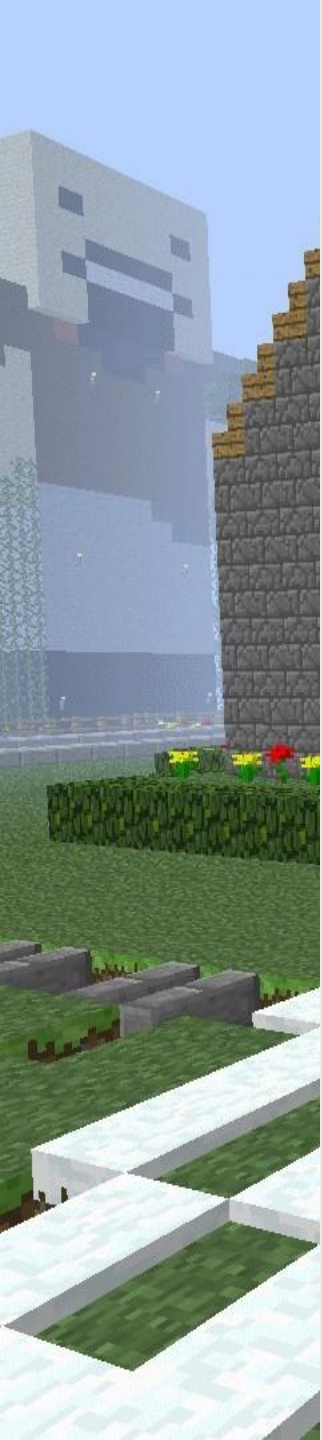
=

Adding a game layer to a
non-game process



Where

- Everyday Life
- Home/Social
- Business
- Education



Everyday Life

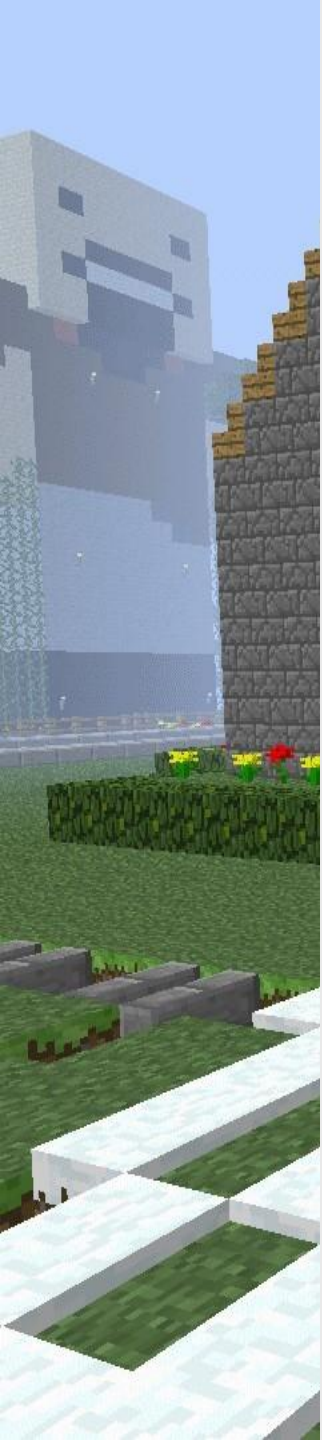


Piano Stairs

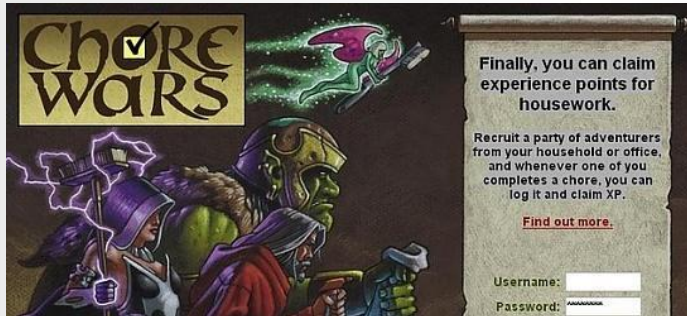
Everyday Life



Subway Squats



Home/Social



Household Chores

Home/Social



Exercise/Fitness

Home/Social

Challenge yourself to keep your love tank full and earn rewards for succeeding!



Relationships

Business



foursquare
SPECIAL HERE
Check in to unlock specials, meet up with friends and explore what's nearby.
foursquare.com
@foursquare

Bullfeathers
100 First St, SE, Suite 218 & 219, Washington, DC 20003
American Restaurant, Bar/Club, Restaurant 2.5

CHECK IN WITH US!

FRIENDS SPECIAL
Two or more people check in together, you will receive a \$5 poker chip used towards the food and beverage bill.
Unlocked for 2 friends checking in together

NEWBIE SPECIAL
Check in for the first time and receive a Bullfeathers \$1 Poker Chip that can be used as cash towards your food and beverage bill at Bullfeathers.
Unlocked on your 1st check-in

Photo taken on the premises of Bullfeathers LLC, 100 First Street SE, Washington, DC, 20003. All rights reserved. See details on our app for more information.



MY STARBUCKS REWARDS

TURN YOUR VISITS INTO REWARDS. ★

REGISTER ANY STARBUCKS CARD AND START COLLECTING STARS. YOU COULD SOON BE GOLD.

Marketing

Business



Sales Team

Business



Leadership Training

Business



RewardsNation
Social motivation at work

Home | Contact Us | Request Demo | 1-866-706-8423

Recognition | Incentives | Rewards | Smart Tools | Blog | About

Yay, it's Monday!

When employees get involved in motivation, amazing things happen



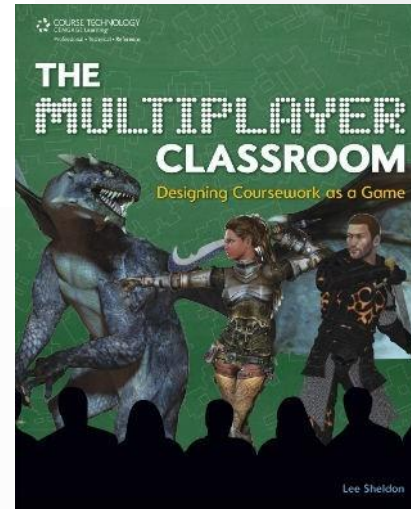
Suddenly, employees take ownership
Top-down is out. Ownership, engagement and action are in. With Rewards Nation, your employee community takes charge of success with one goal in mind: deliver extraordinary results. Launch a positive revolution with Social Motivation at Work!

[Want to learn more?](#)

Employees take ownership	Focus on people, not carrots	Intrinsic + extrinsic, one-two punch	People-driven incentives... Wow.	Up and running within 30 days
--------------------------	------------------------------	--------------------------------------	----------------------------------	-------------------------------

Employee Recognition

Education



K-12 Classrooms

Education



The image shows two educational tool interfaces. On the left is 'Real Time Stats', featuring a clock icon and a 'Badges' section with a red shield icon. On the right is the 'Khan Academy' interface, which includes a tree logo, 'Visual Statistics' with a donut chart, 'Achievements' with various icons, and a 'Recent Activity' section listing tasks like 'Earned Going Topsoil for Adding and subtracting complex numbers'.



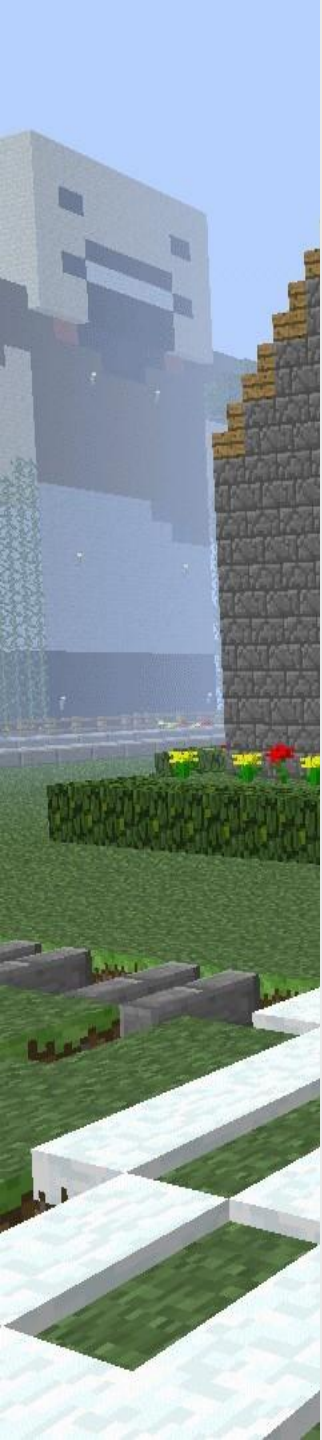
The image shows the '3D Game Lab' interface for a user named 'shallow'. It features a progress bar and a table of activities. The table has columns for 'The Academy', 'Available', 'In Progress', and 'Completed'. The activities listed include 'Tools of the Game', 'I want to design my own quest group!', 'Welcome to the Movement', 'Mechanics of Game-based Learning', 'Tools for Quest Design 1', and 'I want to go to Teacher Camp!'. Each activity shows a duration, a rating, and a status.

The Academy	Available	In Progress	Completed
Tools of the Game	10	18 mins	★★★★★
I want to design my own quest group!	25	8 mins	★★★★★
Welcome to the Movement	25	4 mins	★★★★★
Mechanics of Game-based Learning	50	55 mins	★★★★★
Tools for Quest Design 1	50	43 mins	★★★★★
I want to go to Teacher Camp!	15	8 mins	★★★★★

Online Education

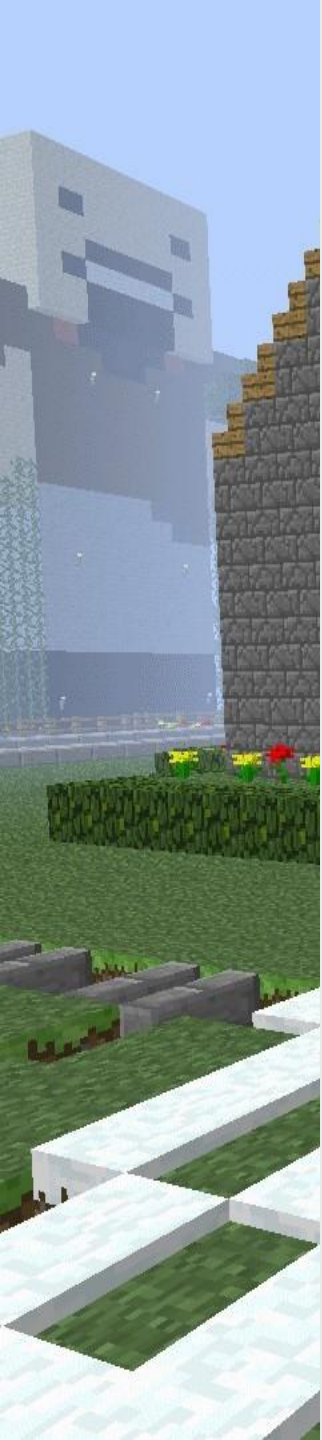
Why?

- Gameful Mindset
- Feedback
- Motivation



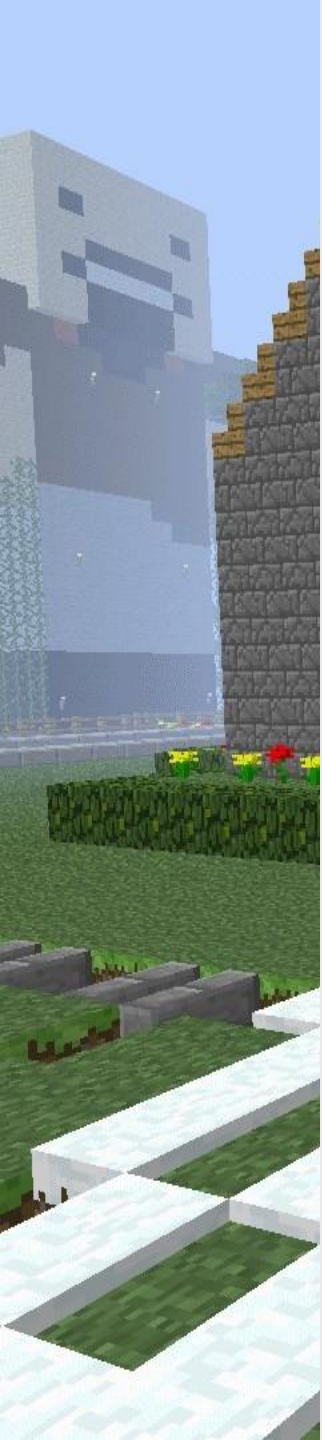
Gameful Mindset

- Play
Games = Goals + Rules + Play
- Growth Mindset
- Learn From Failure
- Flow



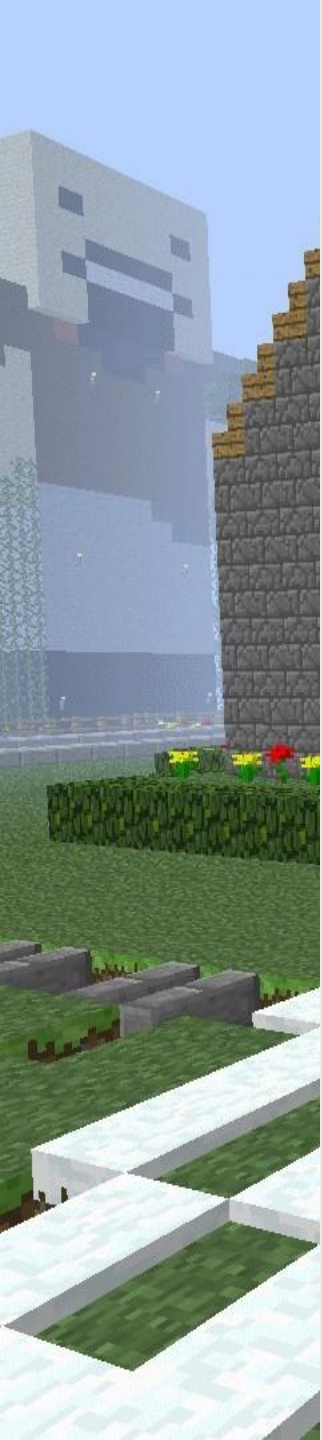
Feedback

- Competency-Based
- Standards-Based Grading
- Constant Formative Assessment
- Digital Badges



Motivation

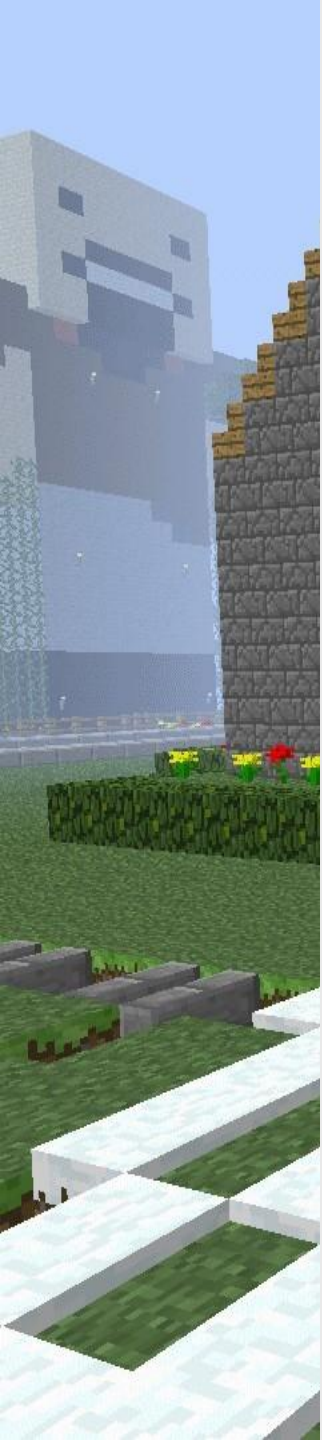
- **Extrinsic**
(Points/Badges/Leaderboards)
- **Intrinsic**
- **Intrinsic > Extrinsic**



Motivation

Malone and Lepper

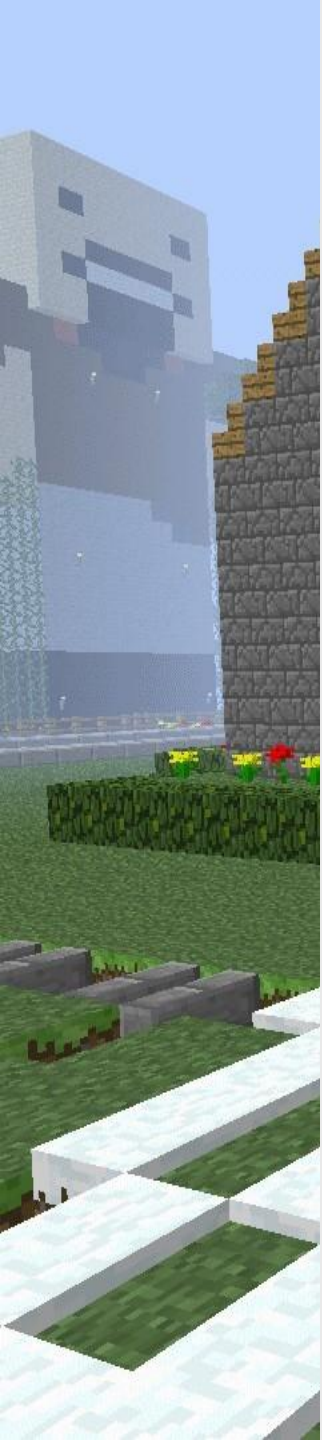
- Challenge
- Competence
- Control
- Fantasy
- Competition
- Cooperation
- Recognition



Motivation

Self-Determination Theory

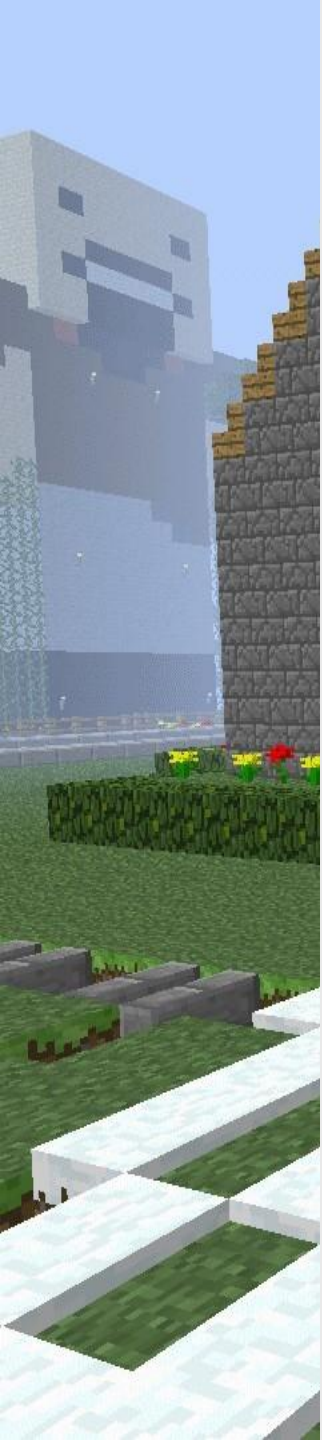
- Competence
- Autonomy
- Relatedness



Motivation

Daniel Pink's "Drive"

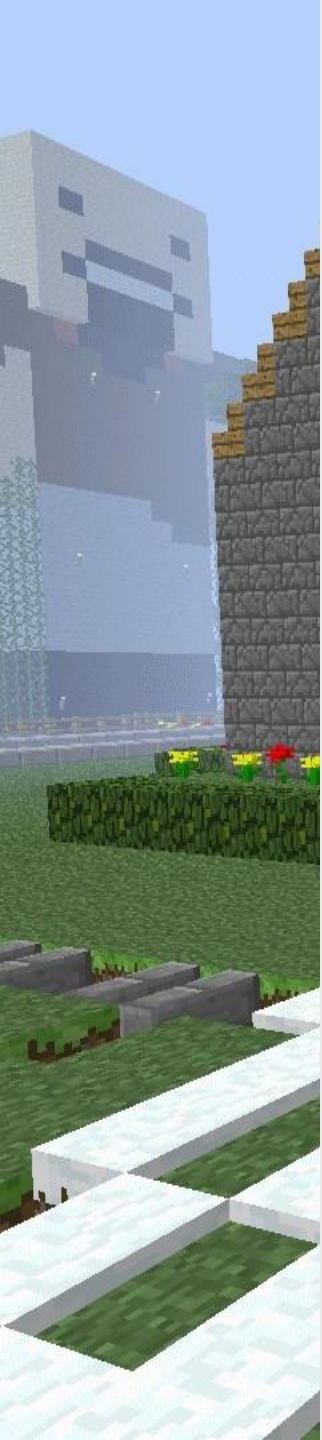
- Autonomy
- Mastery
- Purpose



How

Methodology

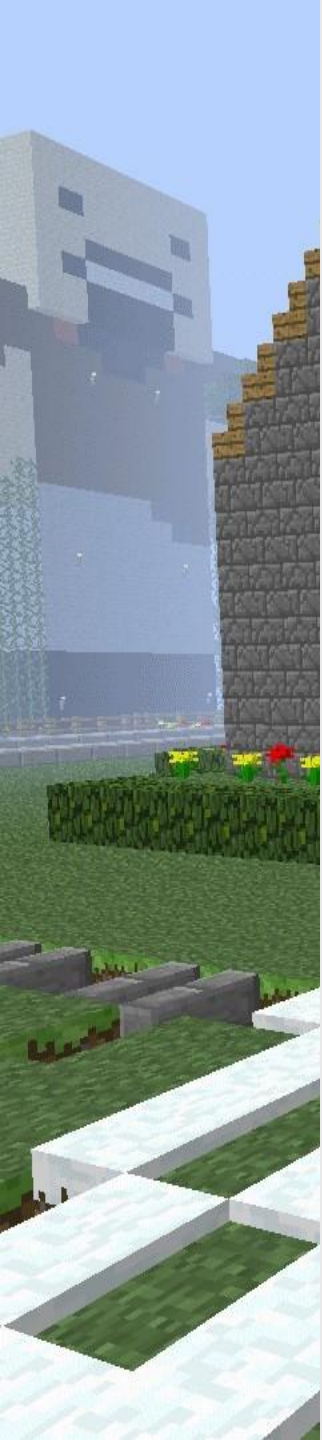
- Learning Objectives
- Rules, Goals, Play
- Intrinsic Motivators
- Start Small and Iterate



How

Ideas

- Team Challenges
- Narrative
- Creative Freedom
- Feedback Mechanisms



A Minecraft landscape featuring a large, pixelated face made of grey and white blocks on the left side. The face has a wide, blocky smile. The background shows a blue sky and a stone wall.

What

Gamification

≠

Game-Based Learning

A Minecraft building with a red brick roof and grey stone walls. There are two windows with white panes. In the foreground, there are some red and yellow flowers in a planter box.

What

Gamification

For Behavior Change

For Learning

GAME-BASED LEARNING

- Educational Games
- Video Games
- Game Design Projects
- Sandbox Games
- Transmedia Games
- Gamification For Learning

