How to Enrich Classes and Motivate Learners with Gamification
Eduhub Innovation Café
New Trends & Innovation
Institute for Information Systems

What we do:
• Finding and analysing new trends and technologies; investigating and assessing new technologies and gadgets; building prototypes; performing feasibility studies; researching business ideas; managing technologies...

Trends in Higher Education – Gamification
• Tourney – Content Independent Game Framework
• Gamification in Education – How to combine games and learning
What is Gamification?

Gamification is the integration of Game Mechanics in non-game environments to increase audience engagement, loyalty and fun.

(Zichermann, 2011)
The Broccoli Effect

70% of us have a gene that makes broccoli taste bitter. (Htas2r28)

The statistics show that it takes an average child 12 years* to start liking broccoli.

* Thanks to the relentless efforts of the average mothers.
The Broccoli Effect

Approach #1 - Forcing them
Approach #2 - Convincing them
Approach #3 - “Airplane” method
Approach #4 - Cheese sauce
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- Feedback mechanics
- Design aesthetics
- Dynamic components

(Herger, 2014)
Game-based Learning

The effective application of gamification in the university context is a current challenge. It is important to understand the target audience and their needs as well as the specific context of higher education and the learning progress in the classes.
Game-based Learning

Game-based learning is the use of games to impart knowledge, skills and abilities to learners using self-contained space. The use of games is supposed to provide motivation and an improved focus during the learning progress. Any negative real-life impacts should be minimized or completely eliminated (e.g. bad grading, punishment) in order to provide a safe environment (sandbox).

(Kapp, 2014)
Tourney – Content Independent Game Framework

Tourney is a gamified online learning platform whose prototype has been developed within an internal research project at FHNW to increase the learning outcome of students on various levels of the studying programs.
Tourney – Content Independent Game Framework

- School of Business
  "We imagine to have a model company."
- School of Engineering
  "We imagine to have a math-function simulator."
- School of Education
  "We imagine to have interactive games."
- School of Applied Psychology
  "We imagine to have role plays."
- Academy of Art and Design
  "We imagine to have beautiful images."

Steering Board members: 7 (passive)
Project workers: 11 (active)
Tourney – Content Independent Game Framework
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The bricks are given, the content not.
Tourney – Content Independent Game Framework

• Tutors can create game levels for their own class.
• The game offers a testing field for students' skills.
• It is a safe environment and consequences in the game do not have any impact on the real world.
• The games can be played outside of the classroom and enable teachers to engage the students better.
Janine Jäger + Safak Korkut is talking about How to Enrich Classes and Motivate Learners with Gamification
**Tourney – Content Independent Game Framework**

Janine Jäger + Safak Korkut is talking about *How to Enrich Classes and Motivate Learners with Gamification*
Tourney – Outlook
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• Better level editor (Partially funded)
• Auto-generating levels (Funded)
• New question types (Partially funded)
• Learning Analytics (Funding in progress)
• More classroom applications (Spring 2015)
• More research (Partially funded)
Game-based Learning – Outlook

Benefits
• Feedback / Cause and Effect Relationship
• Identify knowledge gaps
• Evaluations / Analysis
• Fun / Motivation
• Innovation in the class
• More technology in the class
Let’s Play

Register at www.tourney.ch
Play the level “Eduhub Days – Special Use Case (EN)”
Please fill in the questionnaires.

Feedback and Discussion
Thank you!