



Universität
Zürich^{UZH}

Gamification and Game-Based Learning

P-8 Projects at the Department of Banking and Finance



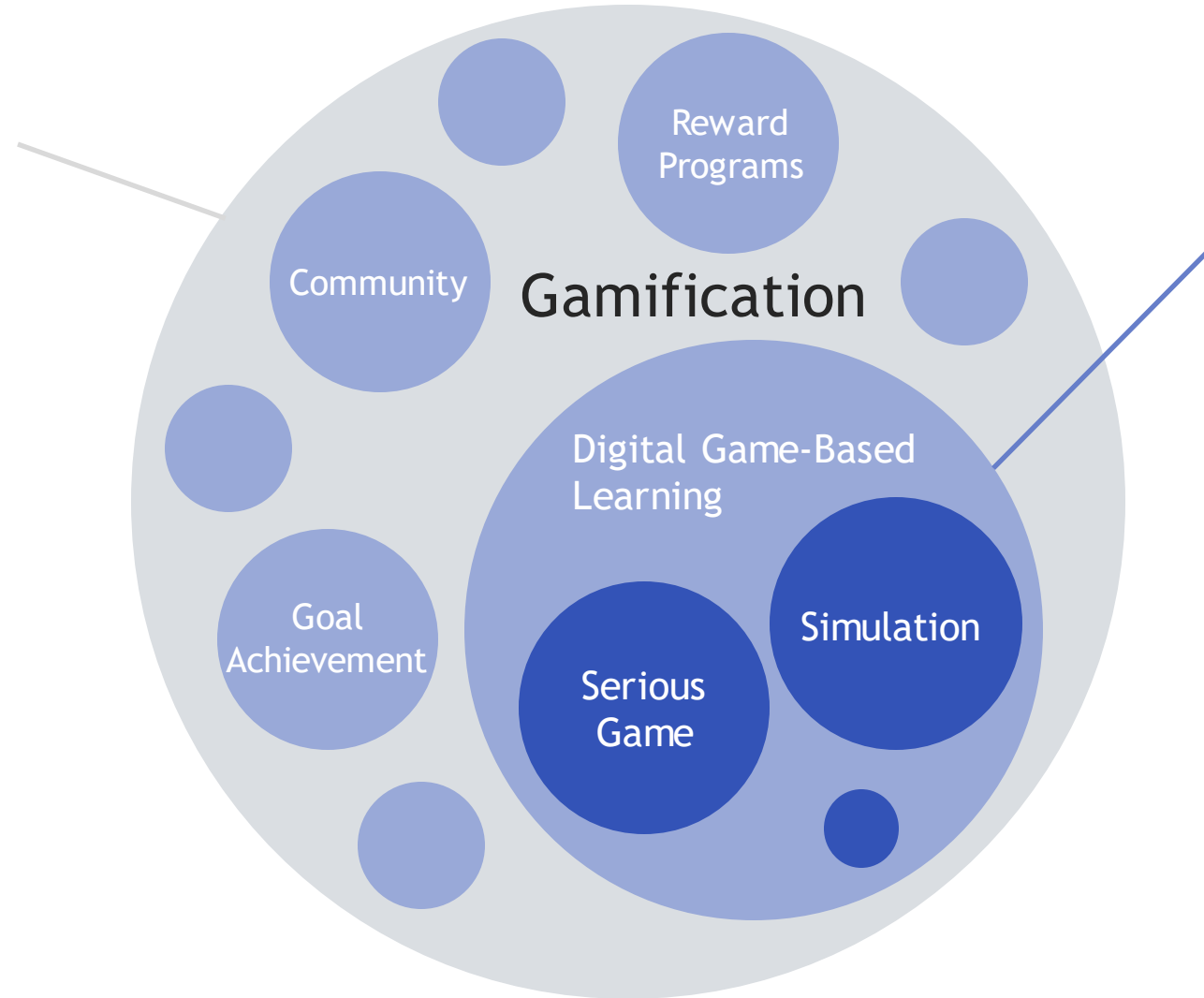
Roland Schläfli, DBF

Gamification



Gamification

Gamification: Improving engagement by applying game elements to non-game contexts



(Digital) Game-Based Learning: Applying game elements in teaching to improve the learning experience and success

P-8 DISK4U at the University of Zurich

- 16 P-8 projects at UZH
- 10 projects target lecturers, 6 focus on students
- The project is coordinated by the office of the VP Education and Student Affairs

Students

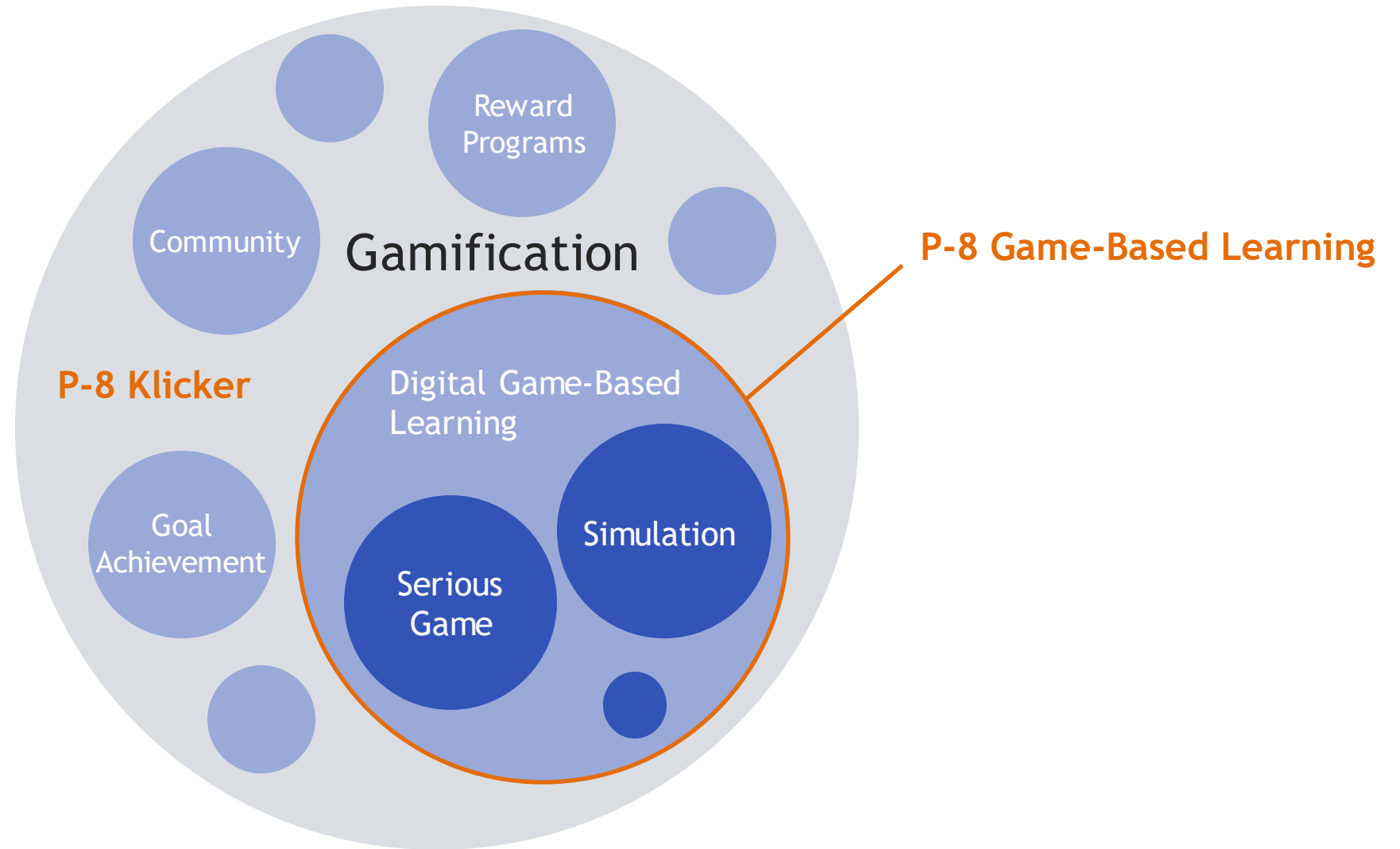
Open Science Open Research MeF, MNF	Digital Humanities PhF	Open Science Open Data ZDU
Datenanalyse mit „R“ MeF, MNF	Statistische Textanalyse RWF	Geografische Inform.systeme PhF

Lecturers

Open Science Community MeF, MNF	Interaktion Online-Lehre PhF	MOOC digitale Kompetenzen ZDU	Gamification WWF	Reflexion digitaler Lehre PhF
Digitales Selbstlernen WWF	Autom. Analyse Prüfungsfragen WWF	Videoanalyse PhF, WWF	Digitale Skills MINT MNF	Interaktion Klicker WWF

More information: <https://www.teaching.uzh.ch/de/innovation/disk4u.html>

Gamification



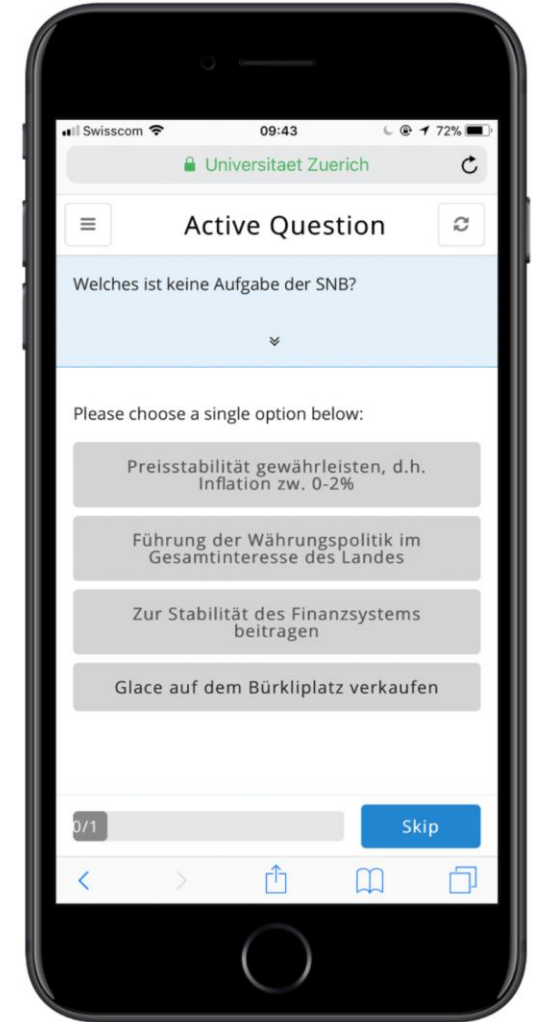
Gamification and Interaction - KlickerUZH

KlickerUZH

- Open-source audience response system developed at the DBF UZH
- Version 2 launched in the year 2017 and continuously improved since

Goals of the P-8 Project “Klicker Interaktion”

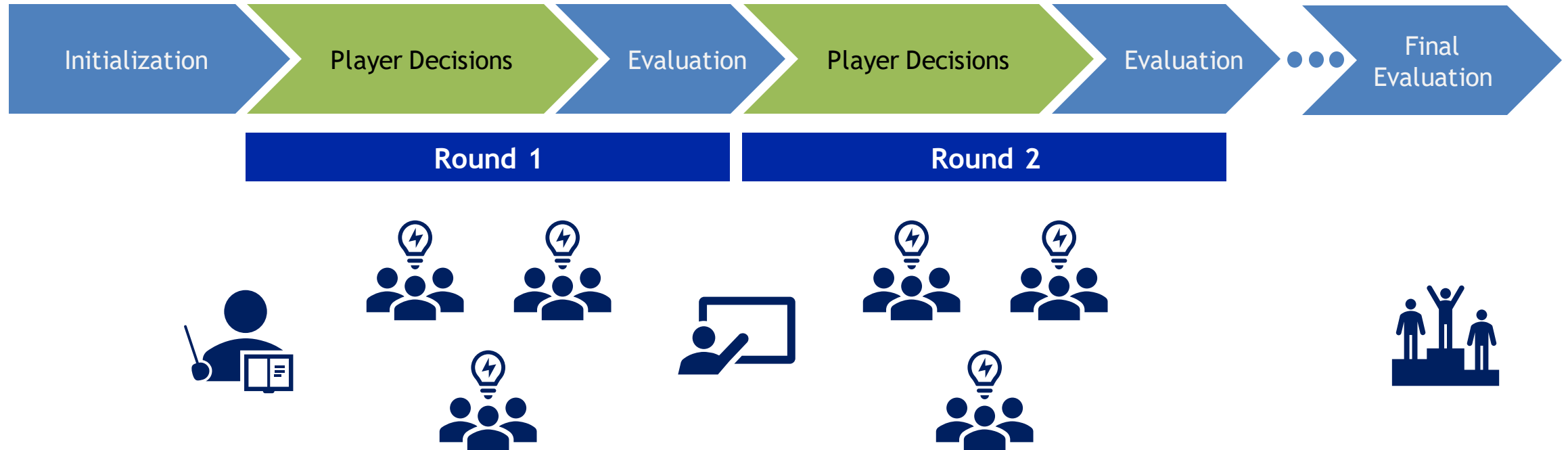
- Establish best practice on gamification and interaction in physical and digital classrooms
- Gamify key interactions in the KlickerUZH, extend interaction modalities, and evaluate in use cases in the classroom
- Develop and evaluate analysis for polls and self reflection (e.g., item analysis and analyses across semesters)



<https://www.klicker.uzh.ch/roadmap>

Digital Game-Based Learning in Use - Portfolio Management Simulation

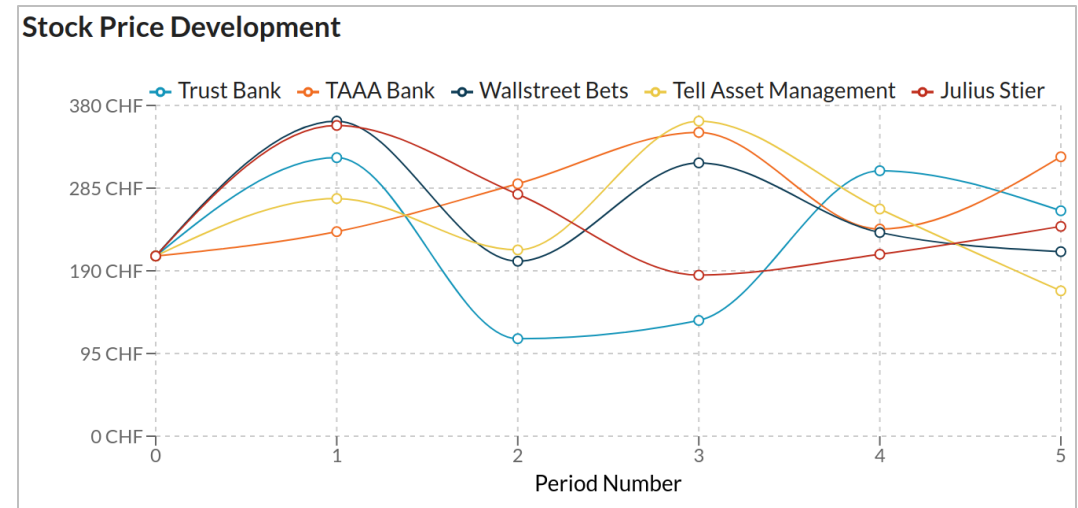
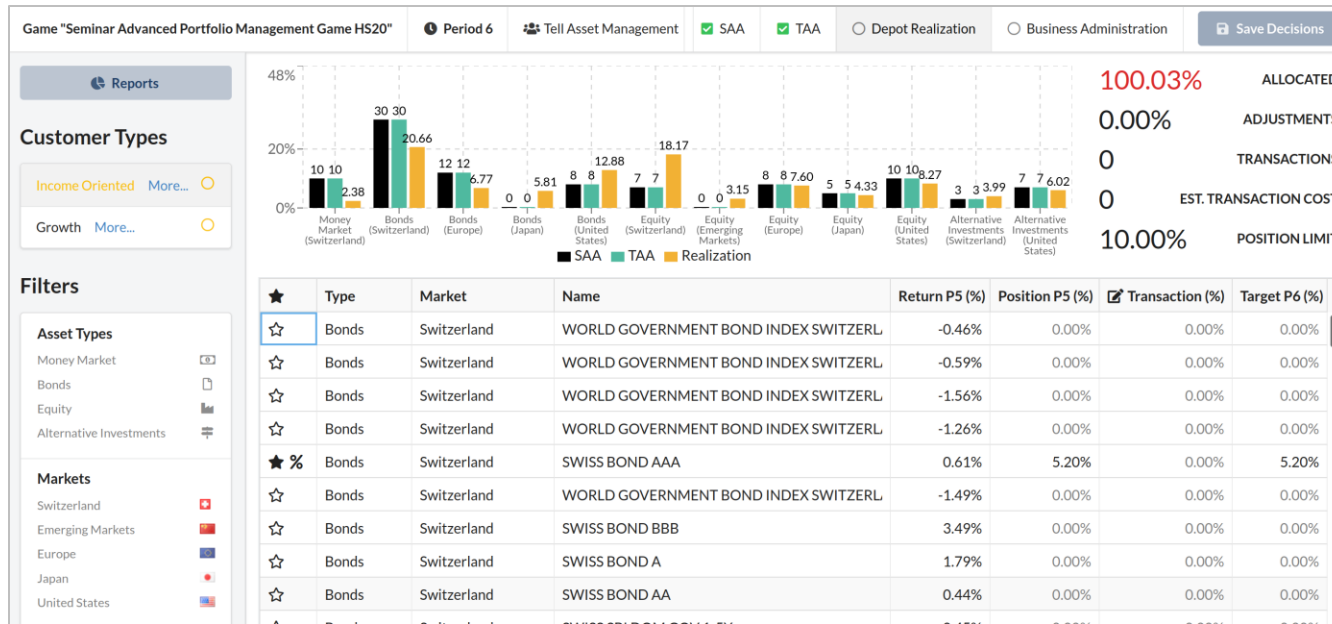
- Computer-based simulation in which different teams compete against each other
- Players gain a practical view on the investment process and customer preferences
- Promotes decision-making, collaboration, and communication skills



Digital Game-Based Learning in Use - Portfolio Management Simulation

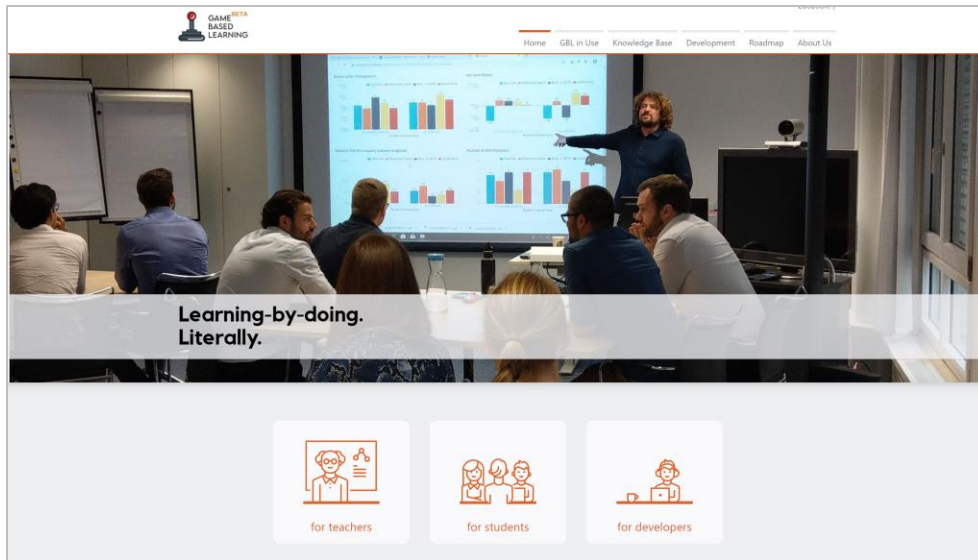
“I absolutely loved the Portfolio Management Game, it was great fun and required us to apply our knowledge and to work meticulously to come up with good decisions for our portfolio, our customers, and our bank in general. It's a very educational, fun tool.”

Student from International Summer School 2020



Game-Based Learning - Goals of the P-8 Project

- Generalize and publish the knowledge accumulated when developing learning games such as the Portfolio Management Simulation
- Extract frameworks and platforms that can serve as foundations for future simulations and other learning games
- Establish a network of interested parties and provide a big picture on GBL in use



Visit our beta website: <https://www.gbl.uzh.ch/beta>

Community

What we are looking for:

- Expert knowledge in (complex) subject areas that could be supported with game-based learning
- General experience with the use of game-based learning and gamification, especially in classrooms



What we can offer:

- Experience in creating and using digital learning games for teaching scenarios and building a curriculum around games
- Technical resources and support for the creation of learning games
- Insights into learning games and resources already in use or in development at the Department of Banking & Finance



Stay in Touch

Get in touch if you are interested in or working on projects in gamification or learning games.

KlickerUZH P-8 Page: <https://www.klicker.uzh.ch/roadmap>

Game-Based Learning P-8 Page: <https://gbl-web.vercel.app>



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