Getting From Here to There: Using Gamification to Build Social Capital and Transformative Learning

Take the assessment NOW
What drives you?

@cevans20evans
@carrierenfro

#gamifyytransformation
Definitions

- **Gamification**: the application of game-design elements and game principles in non-game contexts
- **Social Capital**: network of relationships
- **Transformative Learning**: perspective transformation, psychological, convictional; and behavioral.
Entitlement – Experiences – Technology/VR

Who is in Class?

Millennial / Y 1981-1998*
iGen / Z/ Centennials Generation 1998-2010?
What transforms us?

Cognitively Challenging

Meaningful Contexts

Socially Satisfying

Emotionally Engaging

Personally Relevant

What moves us?
“This site is dedicated to the thought that something as simple as fun is the easiest way to
change people’s behavior for the better.

Be it for yourself, for the environment, or for something entirely different, the only thing that matters is that it’s change for the better.”
MOTIVATION AND ENGAGEMENT

- Drop-outs
- Low performance
- Boredom
- Lack of Engagement
- Absenteeism
NUDGING WITH GAMIFICATION

- Design interventions
- Engage learners

Completion
“Series Of Design Principles, Processes And Systems Used To Influence, Engage And Motivate Individuals, Groups And Communities To Drive Behaviors And Affect Desired Outcomes.”

Gamification

Ray Wang
INTRODUCTION TO GAMIFICATION:
Purrrrfect
UNDERSTAND THE BENEFITS FOR GAMIFICATION: Dopamine

- Social
- Moving
- Setting Goals
- Enjoying Music
- Engage the brain
- Challenges
- Meditation
- Being Read To

- Feeling Intrinsic Satisfaction
- Acting Kindly
- Interacting Well With Peers
- Expressing Gratitude
- Experiencing Humor
- Choice
- Optimism
<table>
<thead>
<tr>
<th>Master Needs: Personal (internal) &amp; Social (links to esteem)</th>
<th>Purpose Needs: Forum &amp; Mentor Schemes, Sense of Purpose</th>
</tr>
</thead>
<tbody>
<tr>
<td>Achiever</td>
<td>Autonomy Needs: Exploration, creativity, learn new things, freedom of choice</td>
</tr>
<tr>
<td>Philanthropist</td>
<td>Earned accomplishment</td>
</tr>
<tr>
<td>Free Spirit</td>
<td>Competition of different challenges</td>
</tr>
<tr>
<td>Players</td>
<td>Encourages different skill levels</td>
</tr>
<tr>
<td>Socializer</td>
<td>Rewards at different levels - Motivation</td>
</tr>
<tr>
<td>Disrupter</td>
<td>Motivation</td>
</tr>
<tr>
<td></td>
<td>Groups &amp; Chat rooms = Teamwork</td>
</tr>
<tr>
<td></td>
<td>Competitions &amp; Mentors</td>
</tr>
<tr>
<td></td>
<td>Too many easy tasks=boredom</td>
</tr>
<tr>
<td></td>
<td>Loss avoidance - lose points</td>
</tr>
<tr>
<td></td>
<td>Scarcity</td>
</tr>
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**Wi-Fi Battery**
UNDERSTAND THE BENEFITS FOR GAMIFICATION ENVIRONMENTS

Foster **Collaboration**
- Problem solving
- Peer review
- Reflection
- Motivation
- Focus on Learning

**Feedback**
- Badges
- Achievements
- **Progress**
- Friendly Competition
GAMIFICATION FOCUSES ON

- Short-term
- Achievable goals
- Clear rewards
- Provides a framework for learning new material
Design:
ANATOMY OF GAMIFICATION

- Audience
- Objective
- Structure
- Resources
- Elements
HOW TO AVOID PITFALLS

***Too many rewards or too soon
Design is not fun, becomes boring
Loopholes for cheating
Activities are not challenging and seems meaningless
Over emphasis on social aspects
Leaderboard – Pros and Cons
Outcomes do not match desired behavior
Bending the rules of the game
Frustrating beginners – log on and passwords
DESIGNING EFFECTIVE INSTRUCTION WITH GAMIFICATION ELEMENTS

- Engagement
- Challenge
- Progression
- Accomplishment
GAMIFICATION ELEMENTS
Your strongest type(s): Achiever / Philanthropist

Overview of the types

- Socialisers are motivated by Relatedness. They want to interact with others and create social connections.
- Free Spirits are motivated by Autonomy. They want to create and explore.
- Achievers are motivated by Mastery. They are looking to learn new things and improve themselves. They want challenges to overcome.
- Philanthropists are motivated by Purpose. This group are altruistic, wanting to give back to other people and enrich the lives of others in some way.
- Players are motivated by Rewards. They will do what is needed of them to collect rewards from a system.
- Disruptors are motivated by Change. In general they want to disrupt your system, either directly or through other users to force positive or negative change.

Your full results: Cheryl Evans

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<tr>
<td>Free Spirit</td>
<td>18%</td>
</tr>
<tr>
<td>Socialiser</td>
<td>18%</td>
</tr>
<tr>
<td>Disruptor</td>
<td>14%</td>
</tr>
<tr>
<td>Player</td>
<td>12%</td>
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Your full results: Carrie Renfro

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Click here to Take the on line test
Build Social Capital with Networking Forums for Gamification

Discussions: Edmodo, D2L
Virtual meeting places: Edmodo, Twitter Chat, Google Hangout
Reflective blogs: Padlet, Edmodo, Blogger, Personal Website
Videos: ReCap, iMovie, Flipgrid
Infographics: Adobe Spark, Canva, Piktochart
Collaborative tools: Google, Microsoft SWAY
LEARNING DESIGN USING GAMIFICATION

- Formative assessment
- Rich feedback
- Guidance in what you can do to improve
- Lots of opportunities for practice
- Provide help
- Adaptive to your learning pace
- Providing new and more difficult challenges

- Recognizing achievement
- Intrinsic rewards
- Extrinsic rewards
  - Getting to the next level
  - Collecting badges
  - Trophies
Transformational Evidence

1. Exposure – Openness to learn; exposed to or identifies with current perspectives
2. Integration – Perspective has changed or expanded; articulates a sense of identity
3. Transformation – New priorities; shifted commitment; new identity; seeks new interactions
Transformative Learning Experiences
Teacher Facilitated Student Driven
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clsnyder-renfro@okcps.org
@carrierenfro
Why Starting a Blog Could Change Your Life

1. You’ll make new friends
2. You’ll learn things about yourself
3. It’s a great hobby
4. You’ll become a better writer
5. There may be perks!
6. It could land you a new career
7. You tend to read and discover more
8. You tend to look for new tools
9. You inspire by example
10. You will really "get" social media & leadership in education

#PLN POWER

by @DougPete  Inspired by Carollanne Johnson

@sylviaDuckworth
Flipgrid

www.flipgrid.com

Sign up for free
Create one Grid with multiple topics to keep your account free.
Create videos
Global collaboration
CONNECTIONS
- Share something you already know about today's topic.
- Use @mention
- Follow up using workshop hashtag
- Share the most important fact or concept you just learned in the last 10 mins.
- Tweet it out and specifically @mention S.O. else.

PAIR SHARE
- Tweet our 2 things you want to learn at the workshop.
- Tweet @so else's tweet by answering their question.

FAIR SHARE

SIGNS
- Make a noise signal if you had a tweetable moment.
- Articulate & share your thoughts.
- Tweet it out and use hashtag.

THINK 
WRITE
- Tweet one sentence that summarizes the information.
- Use workshop hashtag.

GOYA TWITTER MINUTE?
- Tweet out a number, between 1-10.
- Tweet (that amount) of ways that can impact your practice.
- Use workshop hashtag.

TIME SPONGES

SHOUT OUT
- Make up a metaphor of the most important concept you learned.
- Tweet a photobased tweet.

ACTION PLAN
- Tweet out a sentence starting with "I plan to..." with what you learned.
- Share how you will hold yourself accountable.

EXIT TICKET
- Tweet your opinion about an issue related to what you learned.
- Tweet a question you still have. How about...

DOODLES
- Based on Sharon Bonham

THE TEN-MINUTE TRAINER
The 7 Stages of GAFE Implementation (teacher)

1. Open a Google Account.
2. Use Google Docs with your students.
3. Use Add-ons & Chrome Extensions to simplify your life.
4. Attend another GAFE Summit &/or present at one.
5. Attend a GAFE Summit. Learn all kinds of new things & implement them.
6. Use Google Hangouts personally & in class.
7. Start using Gmail & Google Docs on a regular basis.

Hourray!

Get officially qualified as a Google Certified Teacher, Educator or Trainer.

@sylviaduckworth
Learn more: Gamification with Edmodo
The Bonus Round

Resources I mentioned and didn’t mention 😊

Still free!
SketchNoting

Resources:
What is Sketchnoting?
Sketchnoting in Education
Sketchnoting in the classroom
Canva

[www.canva.com](www.canva.com)
Free
Create infographics, social media posts
Adobe Spark

https://spark.adobe.com/home/
Very simple to use
Free
Use this to create
Videos
Social Media posts

I haven’t checked lately but we used to have a problem on Chromebooks with functionality
Symbaloo

https://www.symbalooedu.com/

Regular symbaloo for non educators
www.symbaloo.com
Free
Use to gamify a lesson
Use for assessments
Lots of lessons already created

Link to ELL Webmix

http://www.symbaloo.com/mix/ellkie?searched=true
ELL Webmix Search - http://goo.gl/7HkvyJ
QUIZIZZ

Free

Use for assessments

Gamification elements built in:
Leaderboards, instant feedback, music, images

Tons of data for teachers

Learn more: Gamified Classrooms
Microsoft Office Suite for Free

Office 365 registration for students and teachers for free
Kathy Schrock
This lady has tons of information on all things technology and for free.

There is really no way to express how valuable this site is. You are going to have to go click on it and check it out.

Kathy Schrock’s Guide to Everything

Bloomin Apps – all things technology and Blooms Taxonomy – this should blow your mind.