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Gameful Education: Can We Have Meaningful Learning in the Classroom Through Game Playing?

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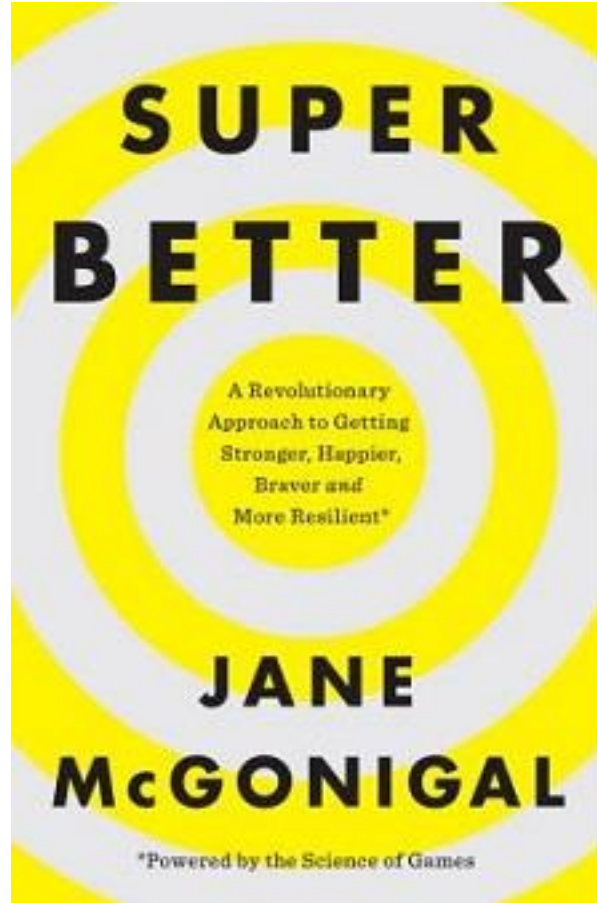
GAMEFUL EDUCATION

CAFÉ EXPLORER
APRIL 10, 2019

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Can we incorporate game play into courses and still achieve meaningful learning?

QUESTION |



1. Challenge Yourself
2. Activate Power Ups
3. Battle Villains
4. Complete Quests
5. Identify Allies
6. Adopt a Secret Identity
7. Go for an Epic Win

GAME ELEMENTS

Steps

| QUEST | REWARD |
|------------------------|------------------------|
| Pleistocene Era | Online Class |
| Spot Check | Bagels, Bars, Fruit |
| Beat the Clock | Bring in dog |
| Importance of Mistakes | Cookies and Milk |
| Mission Accomplished | Online Test |
| Early Bird | Drinks on me @ Saxby's |
| Perfect Attendance | Extra Credit Points |
| Above Average | Class Outside |

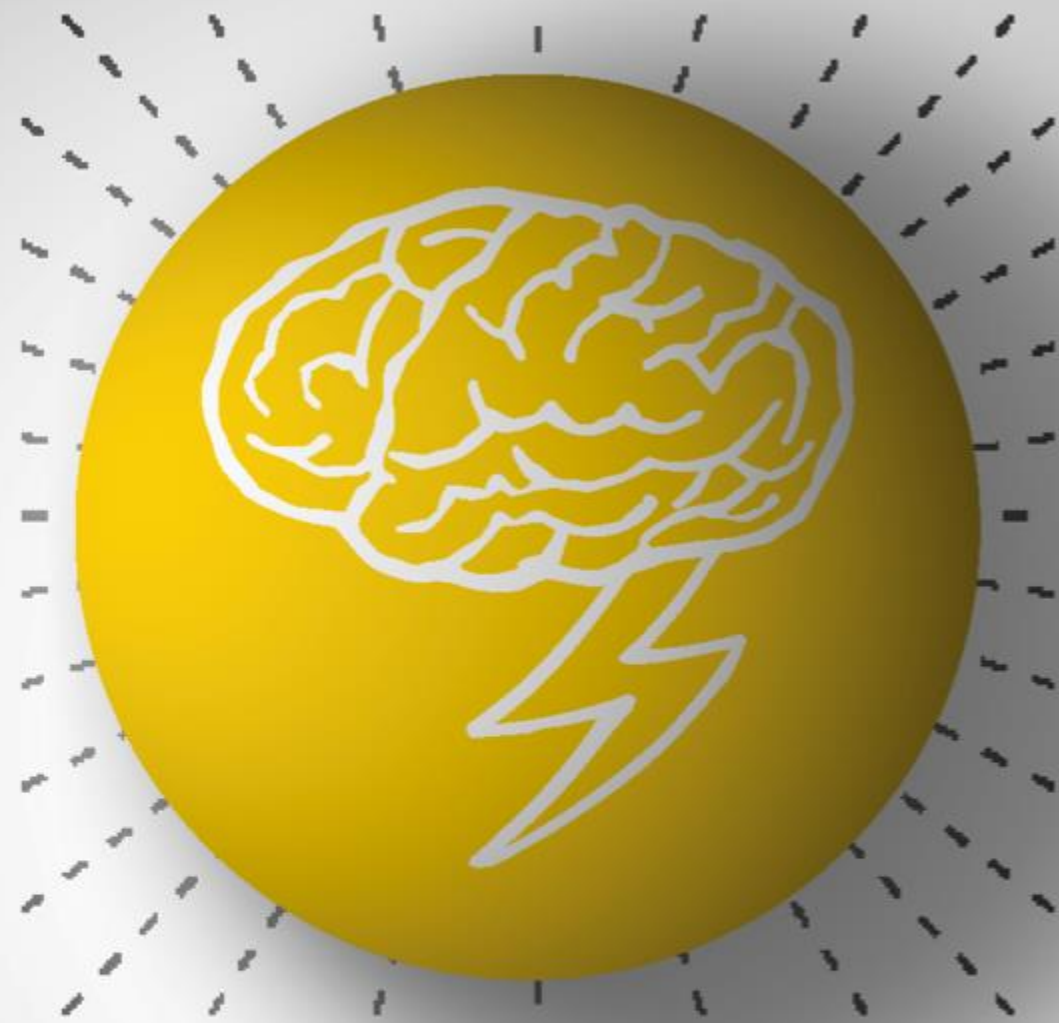
CLASS QUESTS & REWARDS

Examples

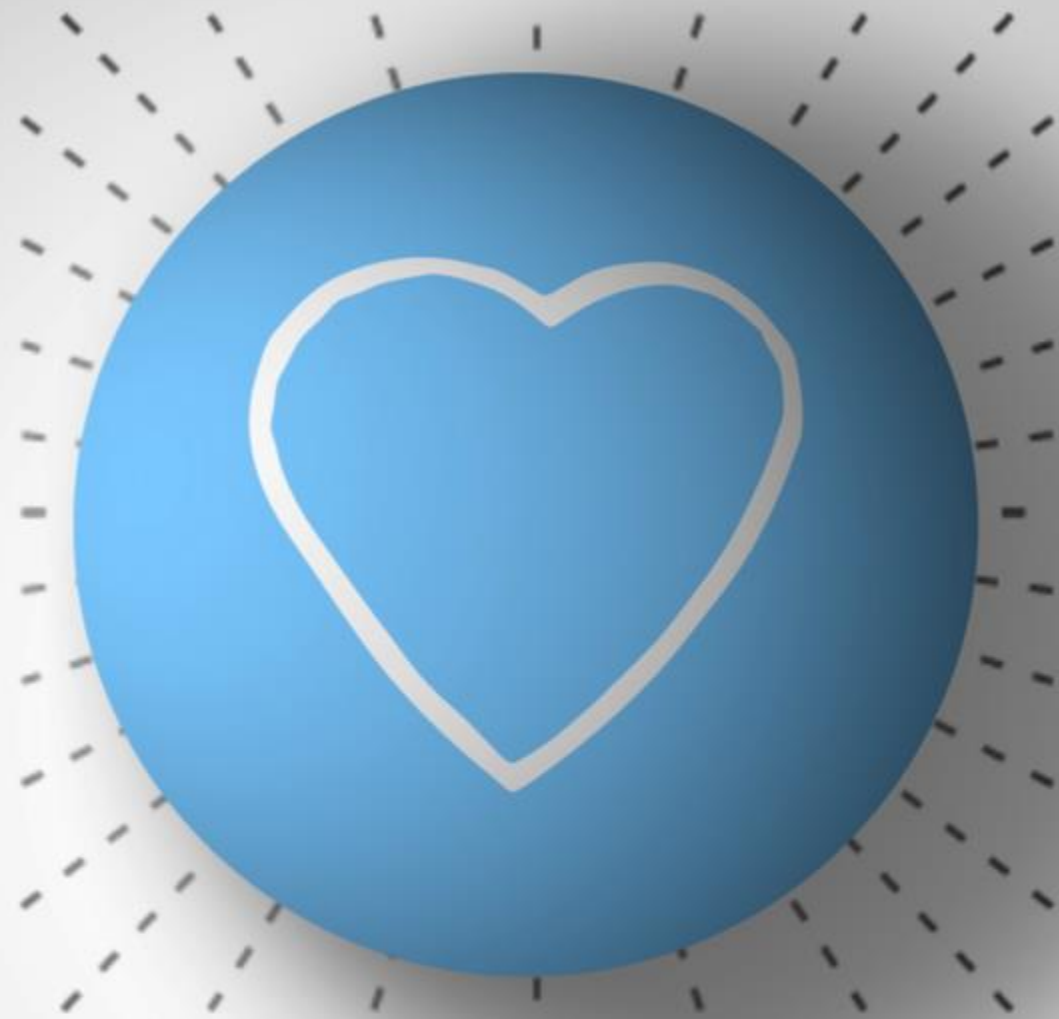
1. Mental Resilience
2. Emotional Resilience
3. Social Resilience
4. Physical Resilience

RESILIENCE

Four Types

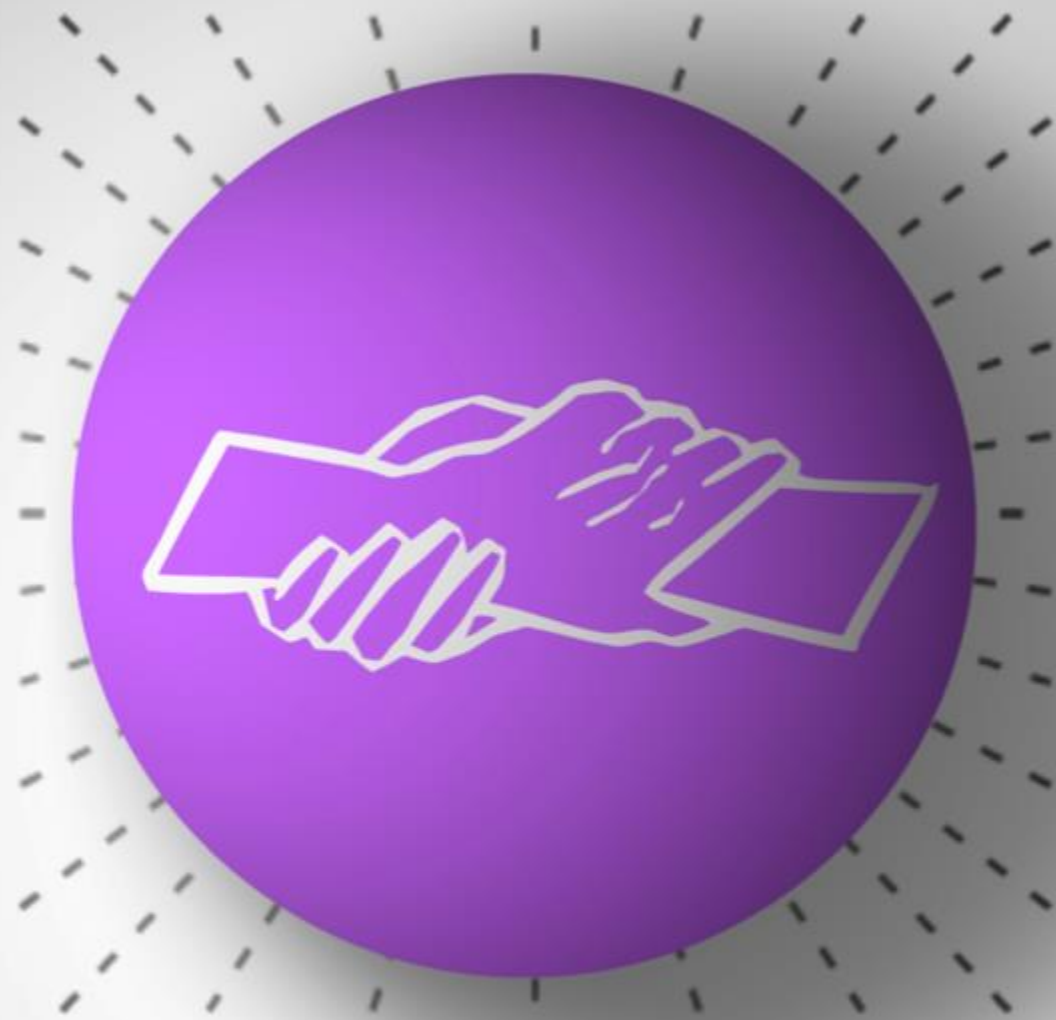


+1 Mental Resilience!

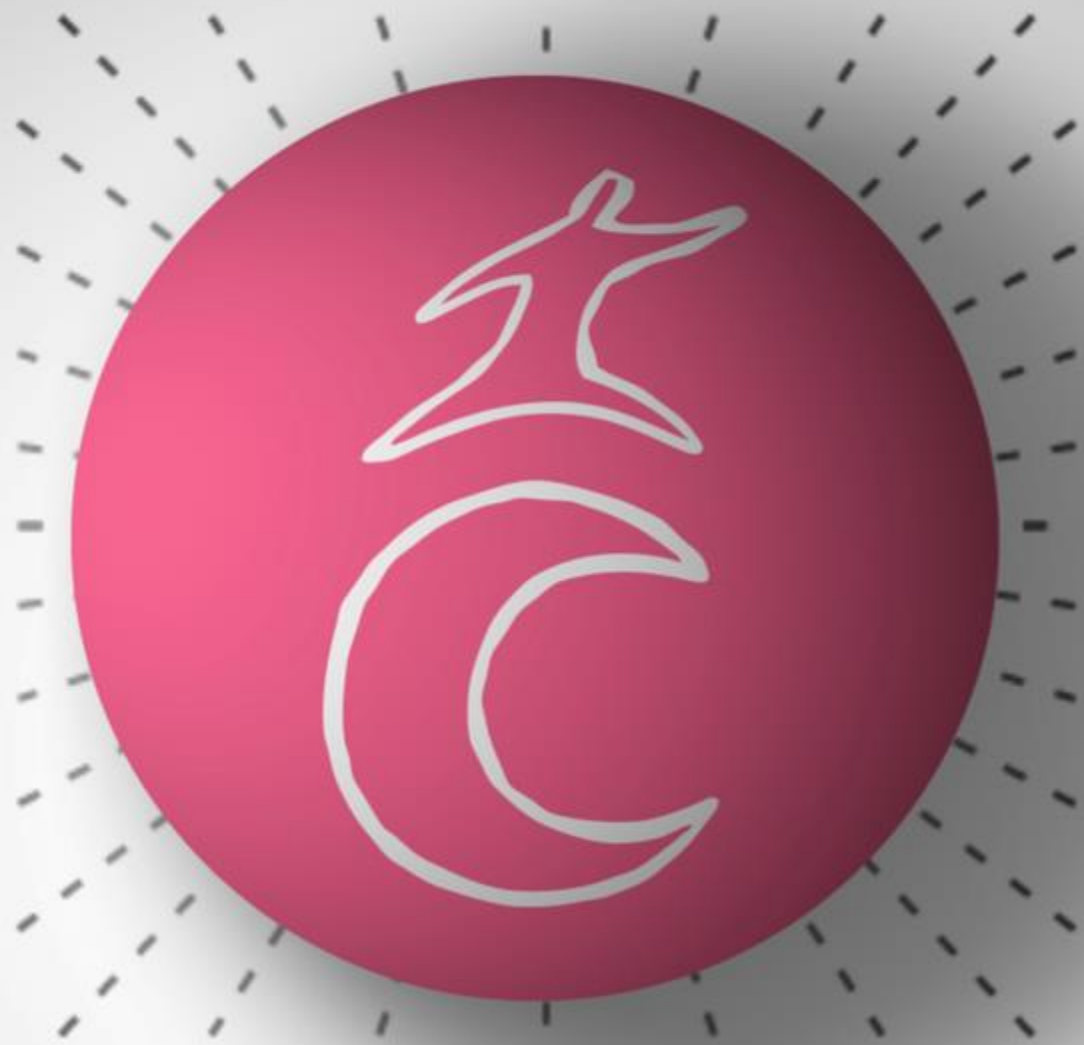


+1 Emotional Resilience!





+1 *Social Resilience!*



+1 Physical Resilience!

MENTAL

Listen to court case

Ask a question

Research topic

Try new activity

EMOTIONAL

Gratitude prompts

Digital gratitude

Model gratitude

Appt. w/counselor

SOCIAL

Team game

Friend activity

Music sharing

Classmate

PHYSICAL

Work out

8 hours sleep

Play with pet

Sing or dance

POWER UPS

Building Resilience

Procrastination

Presenteeism

Snooze Button

Technology Overload

Social Media Suction

Netflix Necromancer

Dracula Syndrome

Perfectionist

Fear of Failure

Guilt Trip

Activity Overload

Devil Wears Prada

Junk Food Dependency

Toxic People

Picasso Blue Day

Dogs Days of Summer

FOMA

Dastardly Disorganization

Going it Alone

Guilty Twin

Doubting Thomas

Solitary Confinement

Sticky Chair

Too Headed Monster

Comparison Central

Geographically Inadequate

VILLAINS

Battles

SUPERBETTER: LESSONS LEARNED

Obstacles & Limitations

1. Additional Work
2. Negative View of Journaling
3. Resistance to New Theory
4. Creating Connection to Course
5. Required Too Much Time

Advantages

1. Engagement
2. Long-Term Impact
3. Brought Attention to Habits
4. Fun
5. Participation from All Students



DEBRIEF

Session

- 1. Students: What did you like about Super Better?**
- 2. Students: What did you dislike?**
- 3. Audience: What games could be incorporated into your classes?**
- 4. Audience: What concerns do you have about this approach?**

QUESTIONS FOR DISCUSSION |