# GAMIFICATION AND GAME-BASED LEARNING
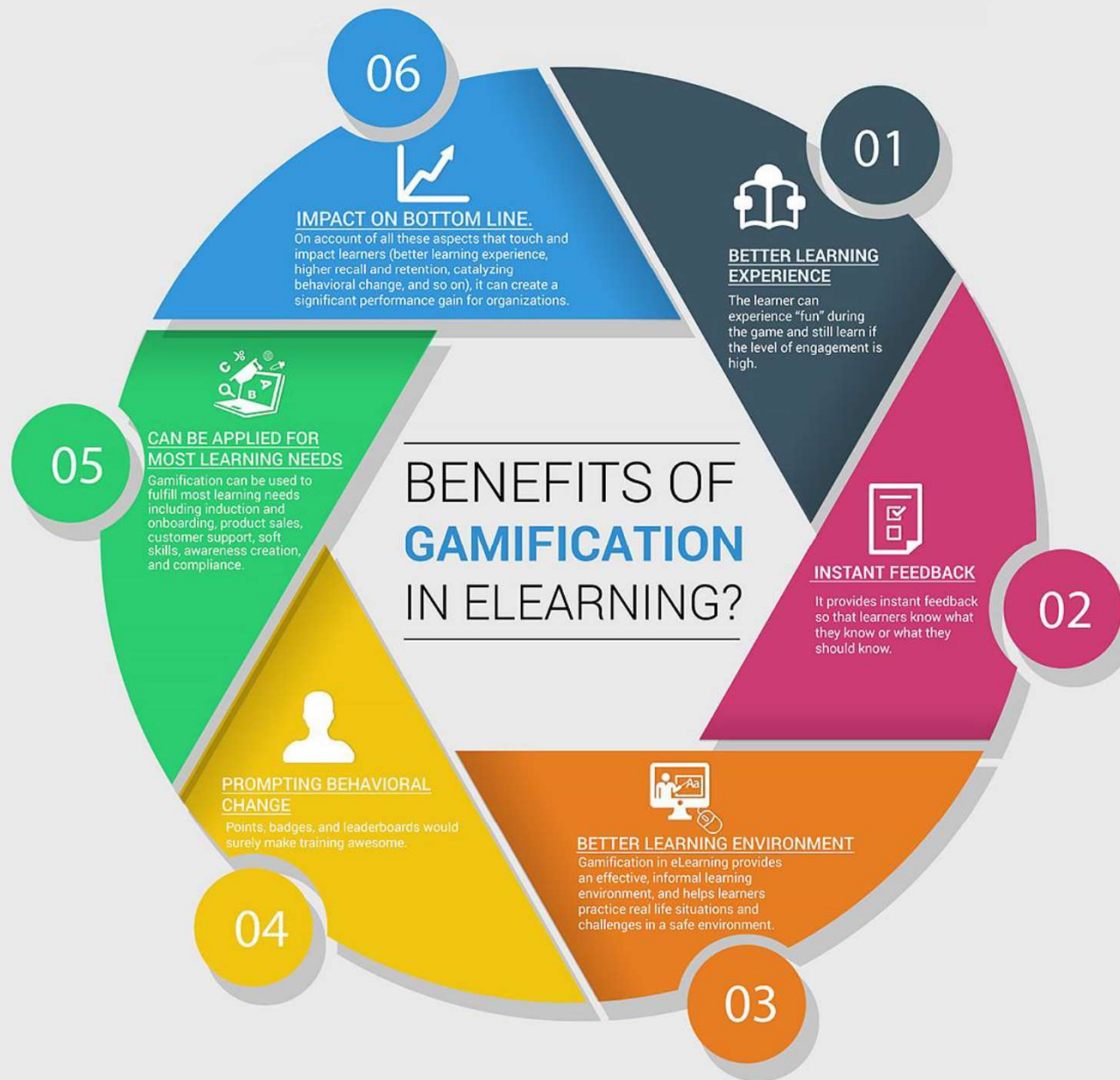
Corfu 1-6/8/2022

# What is gamification

Gamification is the application of game-design elements and game principles in non-game contexts. It can also be defined as a set of activities and processes to solve problems by using or applying the characteristics of game elements. Gamification commonly employs game design elements to improve user engagement, organizational productivity, flow, learning, crowdsourcing, employee recruitment and evaluation, ease of use, usefulness of systems, physical exercise, traffic violations, voter apathy, and more.

Source: Wikipedia

# Game-Based Learning in Education

Learning through Game-Based Learning (GBL) and games can significantly enhance good quality and effectiveness of education. Skills such as multitasking, critical thinking, risk taking and other 21st century skills can be developed in game-based environments. Learn to use open educational resources, gain new skills, create a sample lesson and learn how to implement GBL strategies into your lessons.

Source: https://www.schooleducationgateway.eu

**BENEFITS OF GAMIFICATION IN ELEARNING?**

**06 — IMPACT ON BOTTOM LINE.**
On account of all these aspects that touch and impact learners (better learning experience, higher recall and retention, catalyzing behavioral change, and so on), it can create a significant performance gain for organizations.

**01 — BETTER LEARNING EXPERIENCE**
The learner can experience "fun" during the game and still learn if the level of engagement is high.

**02 — INSTANT FEEDBACK**
It provides instant feedback so that learners know what they know or what they should know.

**03 — BETTER LEARNING ENVIRONMENT**
Gamification in eLearning provides an effective, informal learning environment, and helps learners practice real life situations and challenges in a safe environment.

**04 — PROMPTING BEHAVIORAL CHANGE**
Points, badges, and leaderboards would surely make training awesome.

**05 — CAN BE APPLIED FOR MOST LEARNING NEEDS**
Gamification can be used to fulfill most learning needs including induction and onboarding, product sales, customer support, soft skills, awareness creation, and compliance.

# Lego Serious Play

Participants take on roles as: individual builder, storyteller, active listener, co-constructor of physical models and metaphorical meaning.

Non-competitive. The physical constraints of the building system puts emphasis on metaphors and meaning-making and takes pressure off making something that resembles.
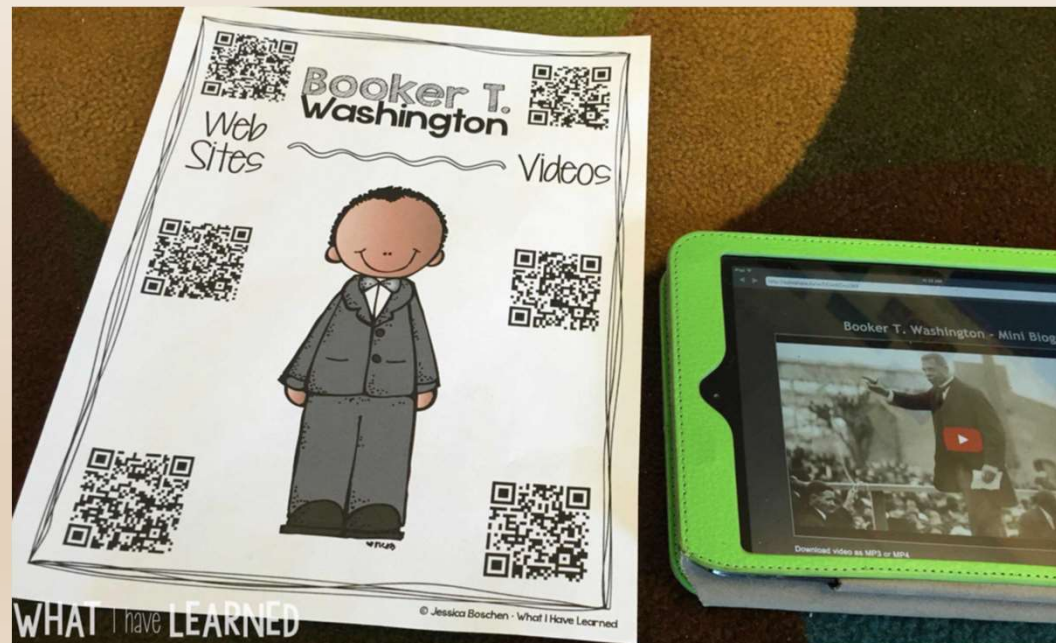
# Create your own QR codes

https://www.qrcode-monkey.com/
https://www.the-qrcode-generator.com/

## What is the Monarch's role in British government?



1. True or False: England's monarchs have basically had the same amount of power throughout history.

   What is the evidence to support this?

2. What did the Magna Carta state about the monarch's power?

3. True or False: In the 1600's, the monarch could determine how much power Parliament had.

   What is the evidence to support this?

4. The Glorious Revolution gave more power to

   a. kings              b. people

   c. Parliament         d. no one

5. The House of Commons is the only place to initiate

   a. laws               b. taxes

   c. limits             d. all of these

6. True or False: The monarch can NOT impose their will in choosing a Prime Minister.

   What is the evidence to support this?

7. The head of the British government is

   a. the monarch        b. the Prime Minister

   c. Parliament         d. the citizens

8. Queen Elizabeth used her power to make how many *final decisions* for the government?

9. The Royal Family is mostly involved in what type of work?

## The British Monarchy and the Commonwealth



1. What's the Commonwealth?

2. How many are the countries belonging to the Commonwealth?

3. The British Monarch is king/queen of how many Commonwealth countries?

4. What are they?

## The British monarchy succession rules



1. What were the succession rules before 2013 and are the rules now?

A **live action role-playing game** (**LARP**) is a form of [role-playing game](#) where the participants physically portray their [characters](#).[1] The players pursue goals within a fictional [setting](#) represented by real-world environments while interacting with each other in character. The outcome of player actions may be mediated by game rules or determined by consensus among players. Event arrangers called [gamemasters](#) decide the setting and rules to be used and facilitate play.
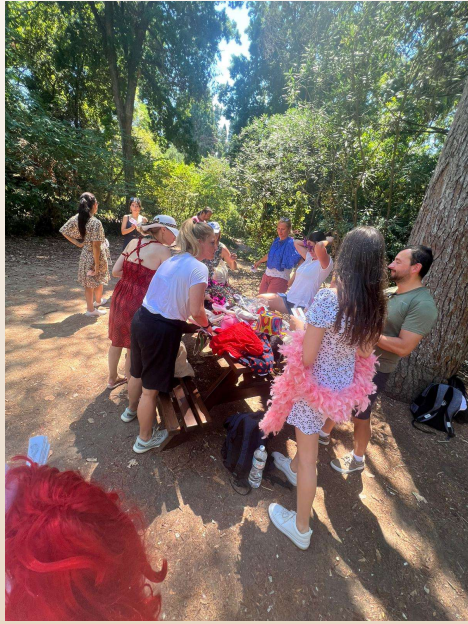
# What is an escape room

An escape room, also known as an "escape game", is a live -action team -based game where players cooperatively discover clues, solve puzzles, and accomplish tasks in one or more rooms in order to progress and accomplish a specific goal in a limited amount of time.

Escape room are live interactive adventures that players need to cooperate, share and combine existing knowledge,create new knowledge to achieve a common purpose

Source: Wikipedia
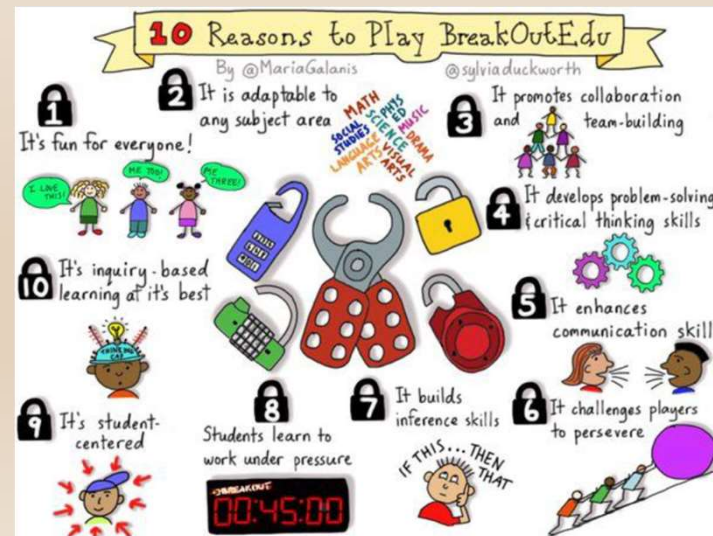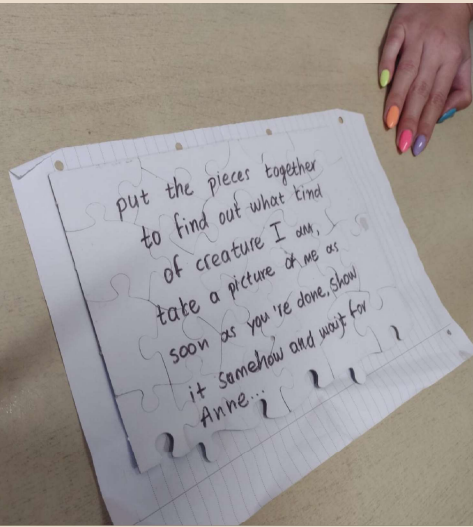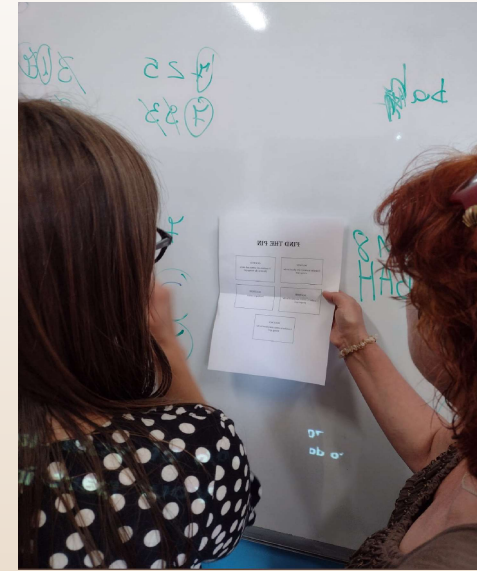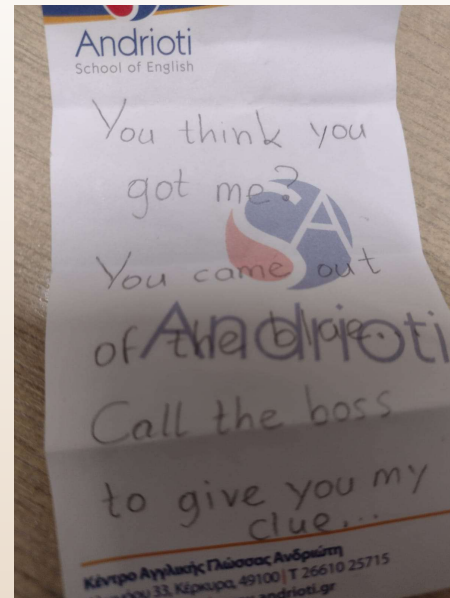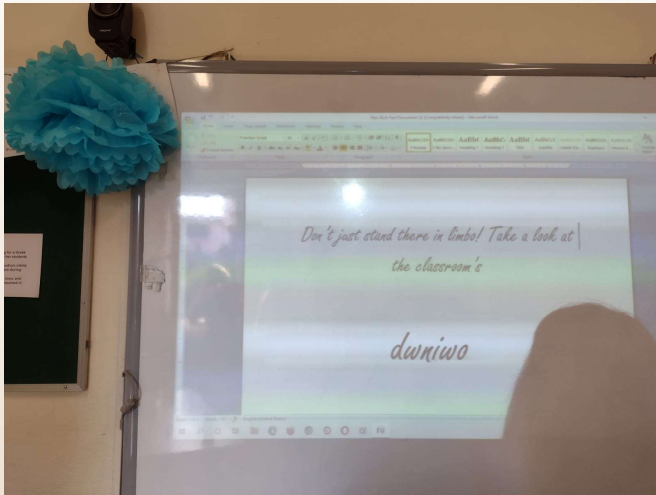
# Cos'è una escape room?

L'escape room è un gioco/compito di realtà in cui abbiamo una serie di concorrenti (i nostri alunni) che sono intrappolati in una stanza a tema e devono cercare tutti insieme una via d'uscita. In questo verranno aiutati da codici, enigmi, indovinelli che utilizzeranno per arrivare ad una chiave finale per poter fuggire da una stanza (da qui il termine "escape room") in un tempo prestabilito.

Se lo si vuole rendere più competitivo si possono formare dei gruppi che gareggiano fra di loro; chi arriva per primo alla chiave finale è il vincitore.

# Perché una escape room?

E' una metodologia didattica molto motivante perché gli alunni apprendono senza accorgersene, divertendosi. Inoltre sviluppa abilità quali la logica, l'intuito e tutta una serie di competenze di cittadinanza quali progettare, collaborare, imparare ad imparare, comunicare, risolvere problemi, acquisire e elaborare informazioni, creare contenuti, per non parlare delle soft-skills.

# Escape room e microlingua

Utilizzo di una **escape room** realizzata con google moduli per il ripasso di un argomento di microlingua dell'indirizzo IPSMAT (le macchine utensili):

https://forms.gle/6UzSF2sygQaUj52S7

# Esempio di utilizzo dell'app GENIALLY

Con questa applicazione ho realizzato un'attività di cluedo o murder mistery:

https://view.genial.ly/646a440adbccea0012f599ef/presentation-murder-mystery-at-the-butchers-shop