Gamification Works!

Dr. ir. Alexandru Iosup,
representing a whole team*

* Education is teamwork. Many thanks, team.
Wonderful Advances in Gaming, Last 10 Years:
1. Addressing individual challenges
Wonderful Advances in Gaming, Last 10 Years:
2. Addressing social challenges
Gamification* = Rich Challenge and Opportunity for Higher Education

What Is This Talk About?

Gaming is about a variety of worlds and of people

Gaming is challenge and reward, tension and catharsis

Game universes populated with all levels of skill

Game universes populated with all personalities

* Making courses similar to social game universes
Time to Reflect on Your Student Days

- Thinks about your student days (I will beep)
- Form teams of 2-3

Describe in one word the professor you liked the most
Describe in one word the game you liked the most

- Think for 30 seconds about the task (I will beep again)
- Share your words with the team
- Do you have a match? Then share with us
Do You Know This Person?

By Eunice Szpillman, via Wikimedia Commons
Designing a course is like creating a complex puzzle
I in the Box
I in the Box
I in the Box
I in the Box
I in the Box
I in the Box
Content Unlocked!

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- **Acting**
  - Achievers
  - more/more difficult challenges

- **Interacting**
  - Socializers
  - team/discussion-based challenges

- **Players**
- **World**

- **Explorers**
  - open/creative challenges
Richard Bartle’s “Players who suit MUDs”, Myers-Briggs, etc.
Assessment That Motivates!

10,000 points for a 10
+50 for good activity
+1,000 for most challenging activity

Badges, unlocked content
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Gamification works!

Extra work due to gamification, relative to traditional [% all students]

- Lab Extra-work [%]
- Group Study [%]
- In-class [%]

Gamified, BSc 2014
Gamified, BSc 2013
Gamified, BSc 2012
Gamified, BSc 2011
Traditional, BSc 2010

Bonus: Every year, we make the course more difficult.
I want to thank you for showing that even though I'm not that good at written exams, I still can excel at other points in my study. I'd love to have a copy of my badge, as a physical reminder of a course that made me eager to learn about things. Even when some of those things will never really have my interest.

This course, and the way it was given, learned me a few things about what motivates me, and only for that reason it was totally worth getting up for every lecture.
Designing a course is like creating a complex puzzle.
Gamification works!

Lumaxart Trophy Winner
Gamification works!