Empowering students with gamification...

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TOP TEN SOURCE COUNTRIES FOR 2014

English Australia Fact Sheet ELICOS Industry Statistics 2014 [https://goo.gl/Kt0f3I](https://goo.gl/Kt0f3I)
How many people play games on a daily basis?
98% of homes with children under the age of 18 have a device for playing computer and video games. Of all homes, however, nine in ten have game devices in use. Following a five year period of rapid growth, this proportion has remained stable for the past five years, demonstrating a mature media market.

Households with Games Over Time

PCs have undergone a resurgence for game play over the past two years in response to the growth of new content delivered online. Nevertheless, mobile devices such as phones and tablets have increased their presence for games over the same period. Moreover, despite the competition for player attention, consoles have remained as popular as two years ago while only dedicated game handhelds have declined in use.
Do you play any type of video game on a regular basis?

100%
“Gamification has become an essential part of any digital business strategy as a way of digitally motivating people and overcoming barriers of scale, time, distance, connectedness and cost. It is being used to add value to the product offer, to increase employee engagement and to drive crowdsourced innovation.” Gartner 2014

“From all the strategies that exist, Gamification is one that constantly promotes motivation.” Flores 2015
Werbach and Hunter (2012) define gamification as the use of game elements and game design techniques in non-game contexts.
The main objective of gamification is to increase participation and to motivate users through the use of game elements. Essentially, any activity, task, or assignment could be gamified. In order to gamify a task, it is important to consider the elements or components in gamification such as points, leaderboards, and immediate feedback among other things.
Do you have time?
TIME TO ADAPT
Soft Gamification

- Points
- Badges
- Leaderboard
Do you have to teach vocabulary?

Do you have a list of words?
How to study your flashcards.

Right/Left arrow keys: Navigate between flashcards.

Up/Down arrow keys: Flip the card between the front and back.

H key: Show hint (3rd side).

A key: Read text to speech.
A Fun Way To Study Your Flashcards!

At Cram.com we know you are always looking for new ways to help you learn, and what better way to learn than a game that uses the flashcard set you're currently studying? Our new game, Jewels of Wisdom, combines flashcard knowledge with a fast paced jewel matching game.
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Get started
HUNTER
a person who searches for animals or things

GATHER
to collect or assemble, draw around something
- a feeling of unhappiness from being alone
- etiquette (n.), a relationship between friends
-因此或相应地
- to have possession of or have control of
- the set of rules or customs which control accepted behavior in particular social groups or social situations
- with
- OWN
- COMPANIONSHIP
- n. something that is difficult and that tests someone's ability or determination
- DWELLER
- LONELINESS
or have control of

a condition that makes a person become sick or unable to breathe because they have...
Input **just one** set of questions and answers, and get a whole batch of interactive, arcade-style revision games! [view examples]

Save them for use in the class!

Embed them in your blog/website/wiki!

**STEP 1: QUIZ TITLE**

**STEP 2: QUESTIONS*ANSWERS**

- Input your questions and answers in the box (or paste from a word processor).
- Separate each question from its answer with an asterisk: `question*answer`
- Start each question on a fresh line.
- You can see a sample layout here.
- You can view some sample quizzes
Click here to start!

- To inspire with courage, hope, or strength of mind.
- a person who searches for animals or things.
- the set of rules or customs which control accepted.
- having faith in oneself, self-reliant, sure.
- to live in a place, to remain or stay.
- outdoors, outside of normal home or territory.
- a person who lives in a specific place.
- to collect or assemble, draw around something.

Score: 0

Best Score Today: 0
Best Score Ever: 1

[Definitions will appear here]
Super Teacher Tools

Teaching is hard.
Technology shouldn't be.

Jeopardy Style Review Game
The Jeopardy Review Game tool is by far the most popular tool on the site. With this tool you can create a custom jeopardy review game for use in classrooms, training sessions and more.

Who Wants To Be a Millionaire?
Who Want to be a Millionaire lets you create a multiple choice review game in the style of the hit show of the same name that you know and love. Use the simple web form to build your own Millionaire style game.

Speed Match
Our Speed Match Review Game tool is the newest review game to be added to the site. Players must drag and drop answers onto the correct question to clear the board.
FEEC10-Unit2  Edit

UNSW Foundation Entrance English Course related to unit 2.

Play ▶  Preview  Favourite ★  Duplicate ▪

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10 Questions  5 Plays  18 Players  0 Favourites  0 Shares

Questions  Show ALL answers
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UECA PD ADELAIDE: INVITE STUDENTS AND PARENTS
ACCESS CODE: XZNROF
Welcome to WhatsDuel!

I have selected some articles related to gamification and m-learning. Hope you enjoy them.

Michelle Ocriciano


Saturday, Oct 15th

Homework

Kahoot review


Find the article here:
goo.gl/w79qcE


• Groff, J. (2013) Rich Innovative Learning Environments goo.gl/ro3XJE -


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Happy PD session