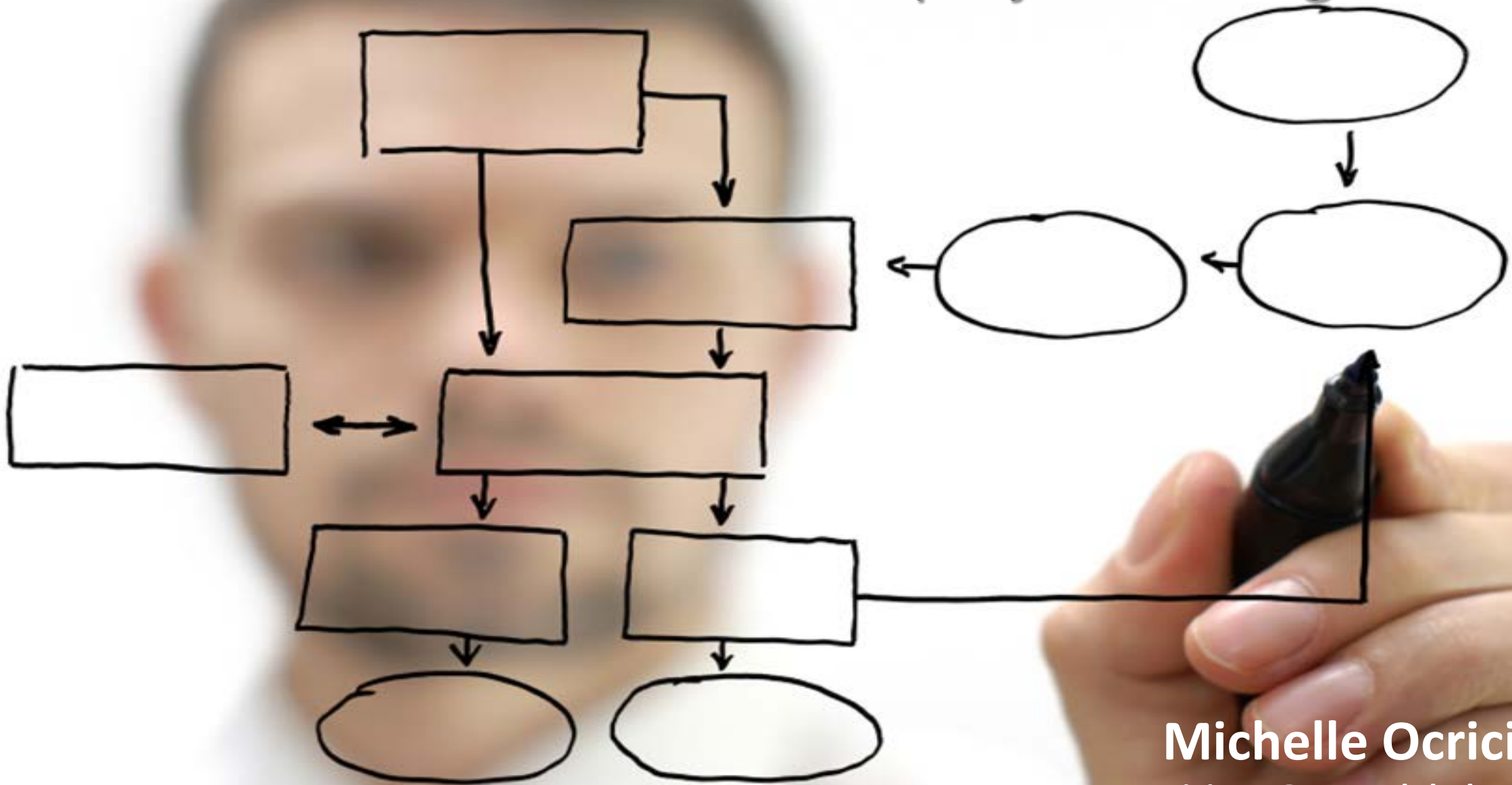# Empowering students with gamification...

Michelle Ocriciano

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michelle.ocriciano@gmail.com

and project management tools
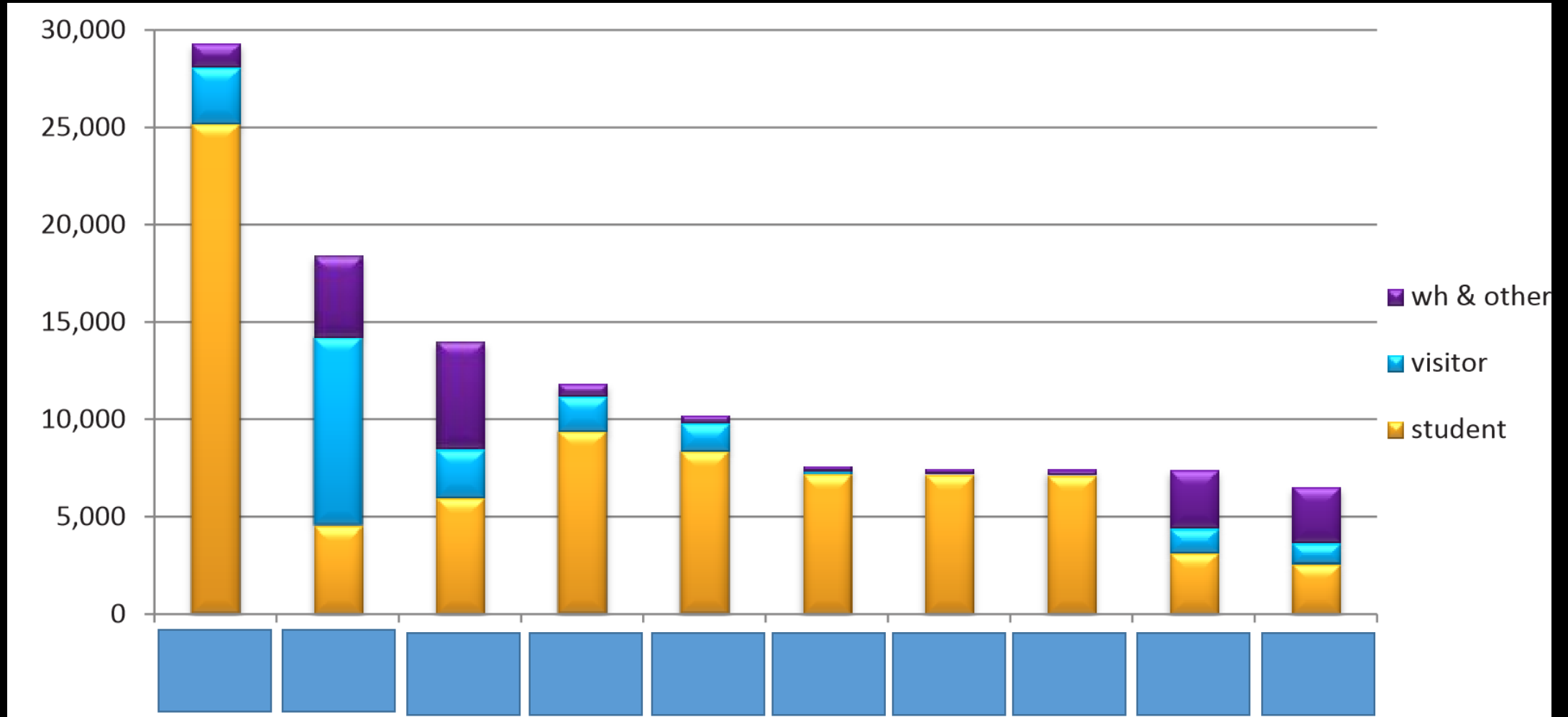
Michelle Ocriciano

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michelle.ocriciano@gmail.com

TOP TEN SOURCE COUNTRIES FOR 2014

English Australia Fact Sheet ELICOS Industry Statistics 2014 https://goo.gl/Kt0f3l

How many people play games on a daily basis?

// Game Households //

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
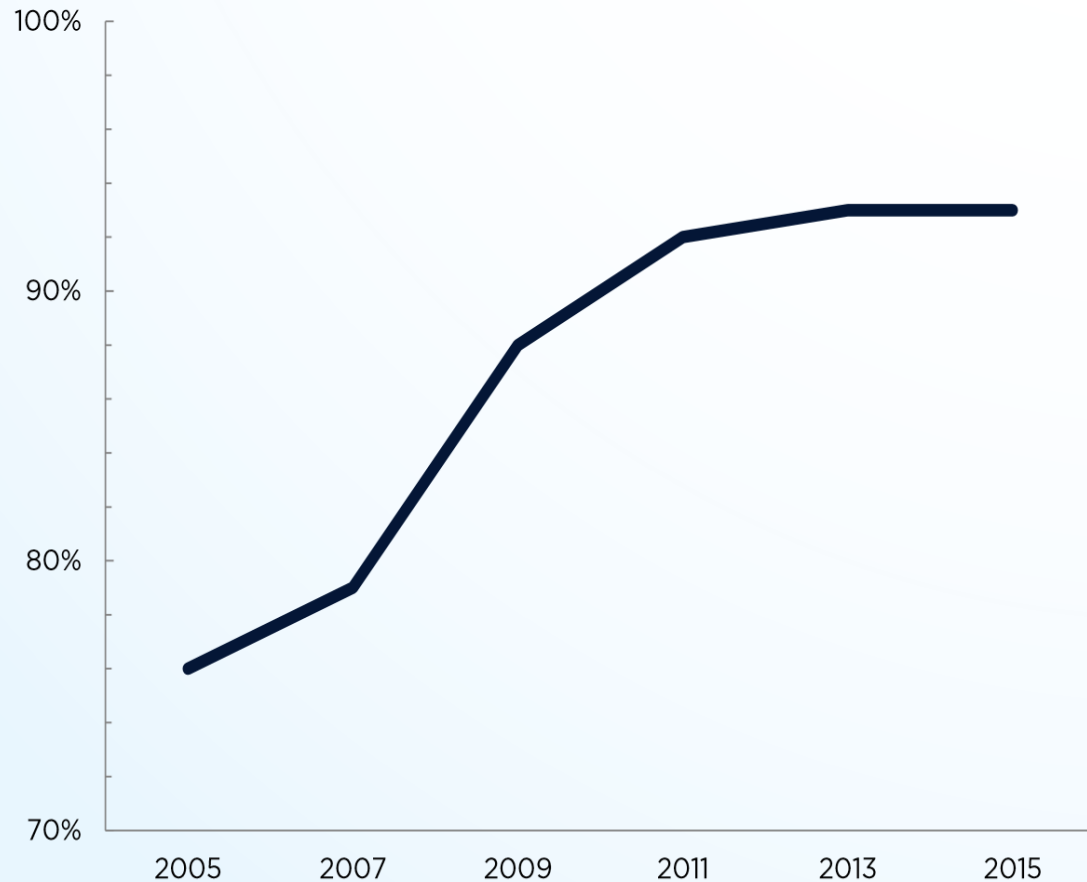
Devices Used to Play Games (%)

■ 2013
■ 2015

	PC	Mobile	Console	Tablet	Handheld
2013	53	47	63	26	22
2015	83	66	63	55	15
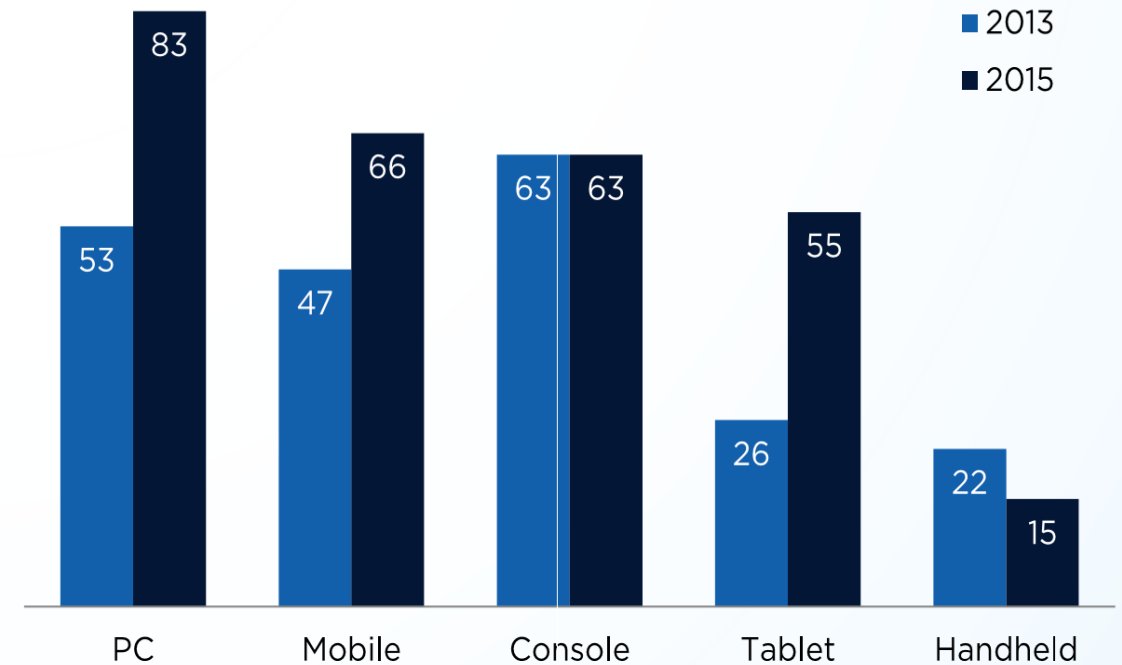
PCs have undergone a resurgence for game play over the past two years in response to the growth of new content delivered online. Nevertheless, mobile devices such as phones and tablets have increased their presence for games over the same period. Moreover, despite the competition for player attention, 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?
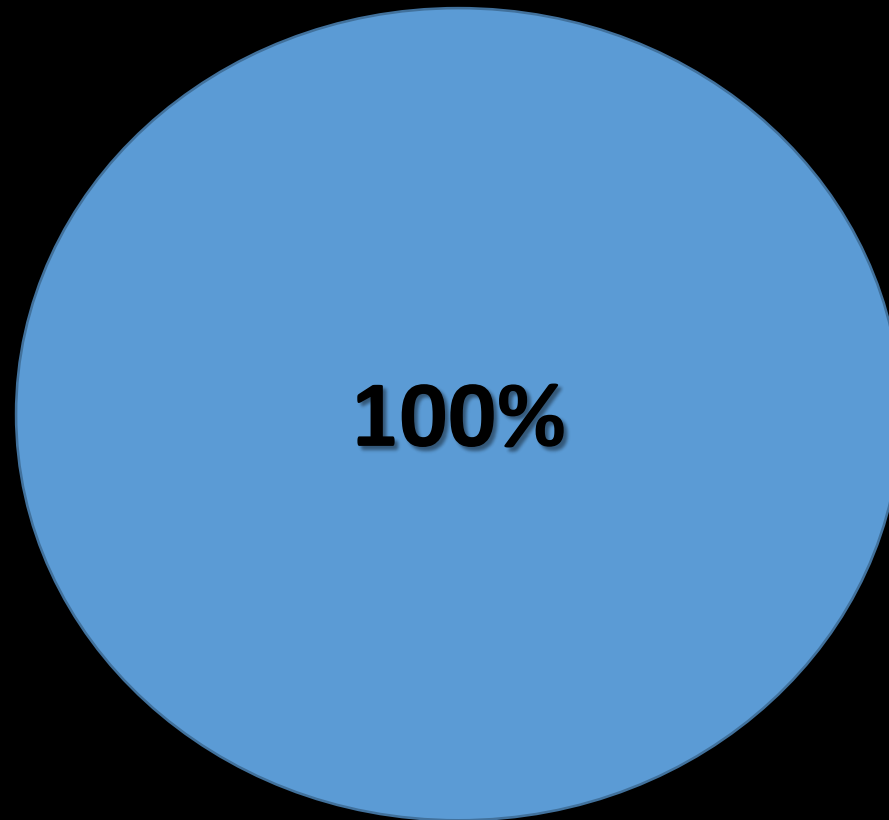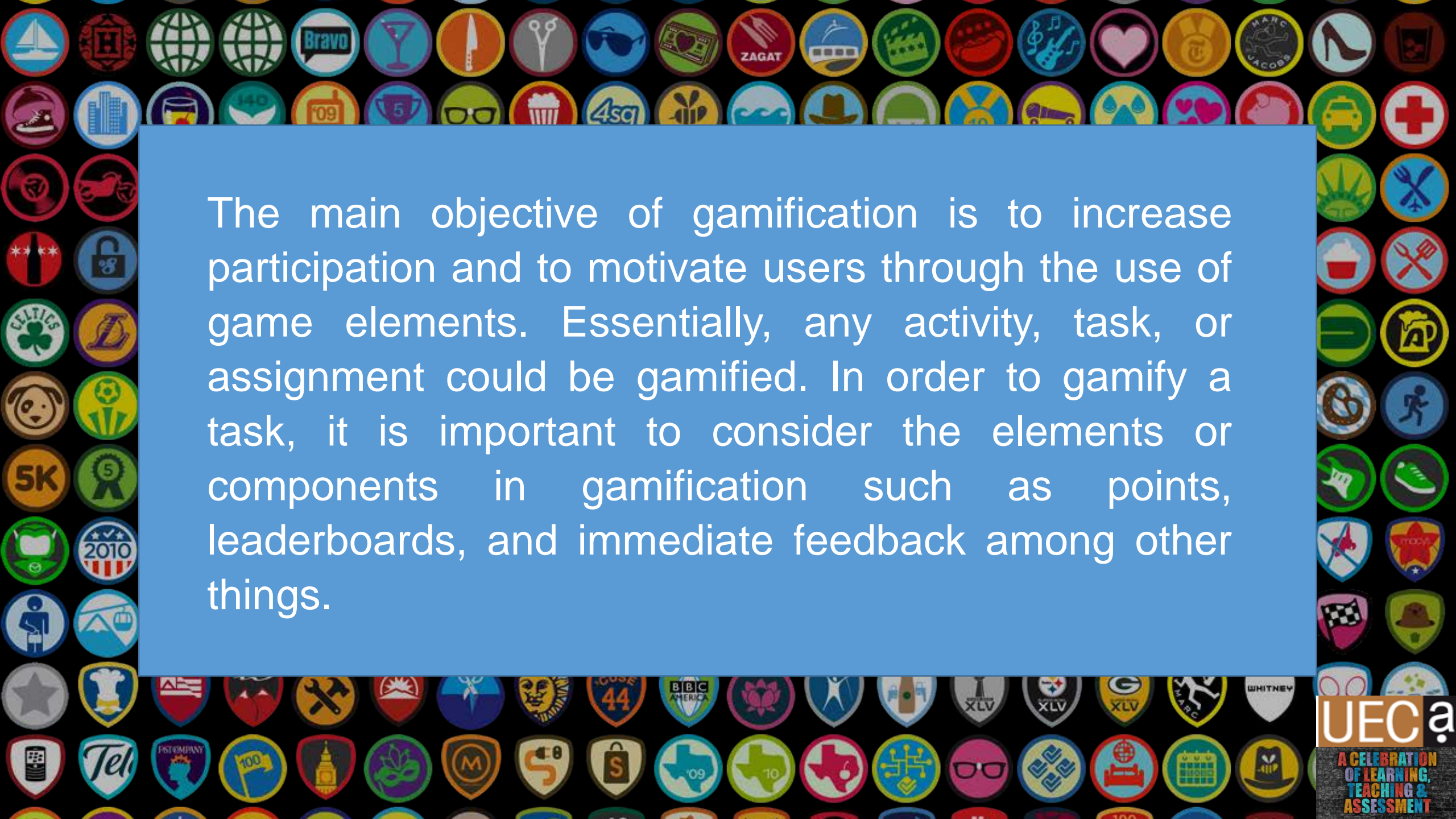
"Gamification has become an essential part of any digital business strategy as a way of digitally motivating people and overcoming barriers of scale, time, distance, connectedness and cost. It is being used to add value to the product offer, to increase employee engagement and to drive crowdsourced innovation." Gartner 2014

"From all the strategies that exist, Gamification is one that constantly promotes motivation." Flores 2015

UEC a

A CELEBRATION OF LEARNING, TEACHING & ASSESSMENT

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.

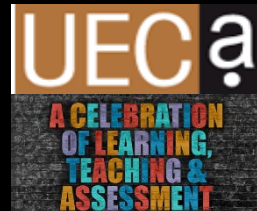# Do you have time?

Soft Gamification

| Points | Badges | Leaderboard |

Do you have to teach vocabulary?

Do you have a list of words?
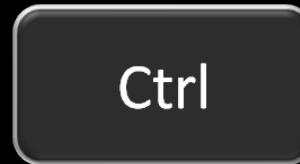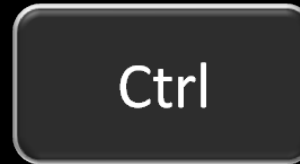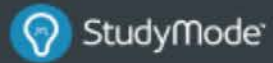
Create Flashcards   Subjects ▾   📱 iPhone | Android   🔍

Find flashcards to study

Search over 152 million flashcards   **Search**   **or**   CREATE

Create Flashcards

Make your own cards

2,546,740 members	**152,191,262** flashcards	**693,041** flashcards added this week	**f Like** 11K people like this. Be the first of your friends.

Browse By Subject

Alternative Medicine   Exam

f 🐦 g +1

Go Mobile

Feec10 - Unit6 - Prepositions

by michelle-ocriciano, Nov. 2015 ⭐⭐⭐⭐⭐ | ♡ | 📁 [?] | ⚑

| **Flashcards** | **Memorize** | **Test** | **Games** |

CARD RANGE TO STUDY

1   through   19
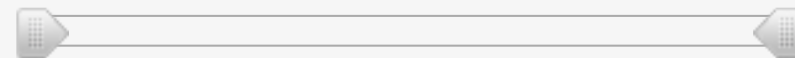
How to study your flashcards.

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). H

A key: Read text to speech. A

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.

PLAY NOW

PLAY NOW

SCORE
0

❚❚ PAUSE

TIME
0:14.8

angry	live	to be ---- time
good	disappointed	excited
tired	bad	jealous
proud	similar	mean
happy	dress	happy

of	of	with
for	for	at
with	of	on
of	with	in
in	to	about

http://www.cram.com/flashcards/games/jewel/feec10-unit6-prepositions-6485739

Quizlet

Simple tools for learning anything.

Search millions of study sets or create your own. Improve your grades by studying with flashcards, games and more.

Get started

FEEC10 - Unit1

23 terms by michelle_ocriciano PLUS

STUDY

Flashcards	**Learn**	**Speller**	**Test**

PLAY

Scatter	**Gravity**

List   Scores   Info

Original   Alphabetical

HUNTER

a person who searches for animals or things
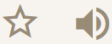
GATHER

to collect or assemble, draw around something
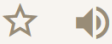
← Back to FEEC10 - Unit1

0:07.3
Your Record **0:00.0**

therefore or consequently

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

a feeling of unhappiness from being alone

a person w_____ place

wit____

OWN

n. something that is difficult and that tests someone's ability or determination

FEATHER

a relationship between friends

COMPANIONSHIP

etiquette (n.)

DWELLER

LONELINESS

Cards   Learn   Speller   Test   Scatter   Gravity

← Back to FEEC10 - Unit1

SCORE

0

LEVEL

1

PAUSE

RESTART

or have control

of

a condition that makes a

person become sick or

skin or breathing

e they have

near

a condition that makes a

Type the answer

Classtools.net

Save

Classtools.net

Create free games, quizzes, activities and diagrams in seconds!

Host them on your own blog, website or intranet!

No signup, no passwords, no charge!

Select or search for a template:

© 1998-2015 Russel Tarr, ActiveHistory.co.uk Limited (Reg. 6111680)
High Park Lodge, Edstaston Wem, Shropshire, England, SY4 5RD.
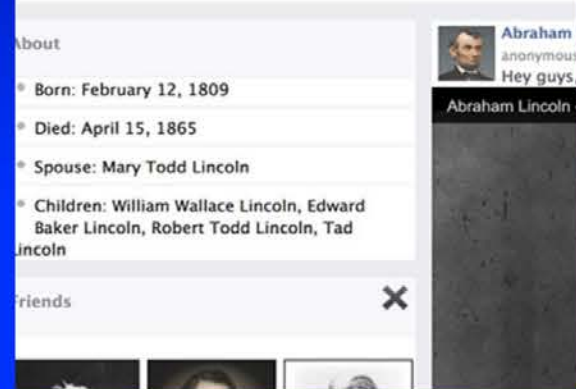Telephone/Fax: 01939 233909

Hexagons Generator

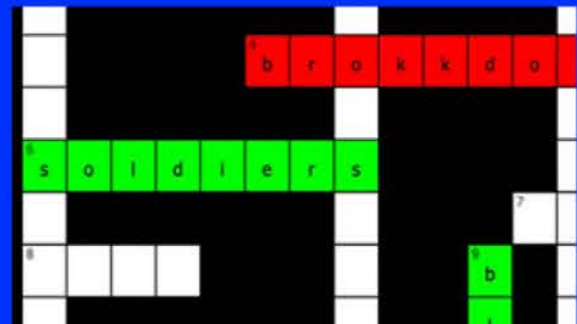Convert a list of items into hexagons for categorisation

nottheguardian

home   UK   world   sport   football   opinion   culture   ≡ all

Teacher Network   The Secret Teacher

My new head of department is a hamster and I don't know what to do about it

It's the principal's pet, it reeks of nepotism and I doubt 'fluffles' is qualified

BBC NEWS   FOX NEWS   the guardian   Mail Online   Le Monde   New Scientist

Headline   My new head of department is a hamster and I don't know what to do about it

Byline   It's the principal's pet, it reeks of nepotism and I doubt 'fluffles' is qualified

fakebook

Create a fake profile a fictional / historical character

Abraham Lincoln

About

- Born: February 12, 1809
- Died: April 15, 1865
- Spouse: Mary Todd Lincoln
- Children: William Wallace Lincoln, Edward Baker Lincoln, Robert Todd Lincoln, Tad Lincoln

Abraham Lincoln
anonymous
Hey guys,

Abraham Lincoln -

Friends   ✕

Tarr's Toolbox

Quick and easy ideas to spice up your lessons, brought to you by @russeltarr, author of classtools.net

ZINC

Nitrogen

Hydrogen

Have you tried...?   x

Timeline Tool
Create a simple timeline of events

YOUR SCORE: 0 | HIGH SCORE: 0

PAC-MAN

b r o k k d o

s o l d i e r s

b

Jo King

Warren Peace

Jack Pott

Adam Zapel

Hazel Nutt

Barb E. Dahl

Earl E. Bird

Bill Wellington

Don Kay

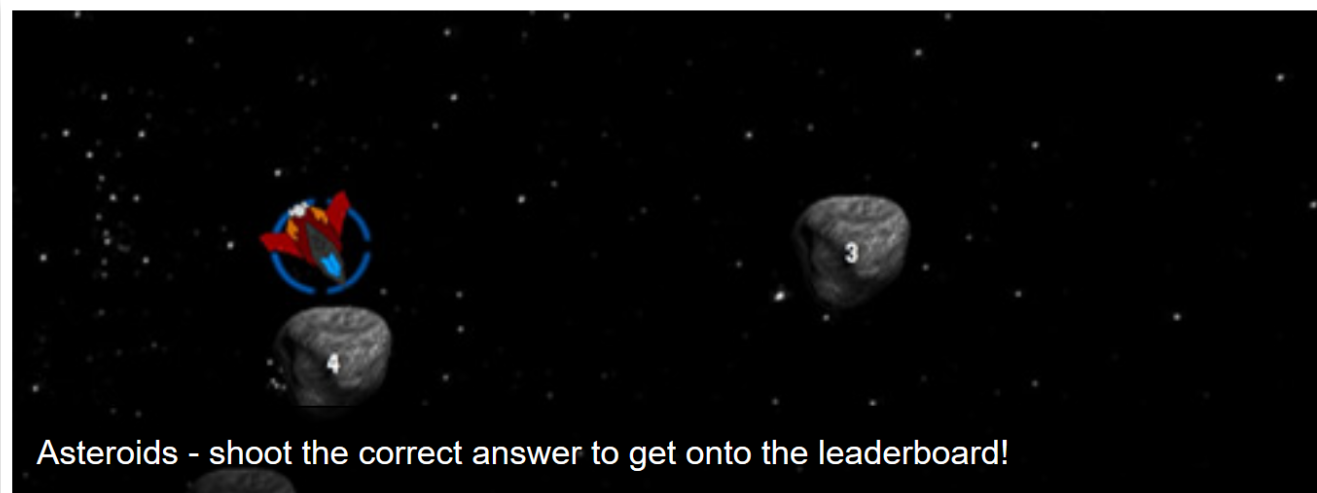Charity Case

Click to Spin

LIVE

MBC NEWS

EARTH SHATTER

Arcade Game Generator!

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!

Asteroids - shoot the correct answer to get onto the leaderboard!

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

FEEC10 - Unit1 - UECA PD Fest (23 questions)

PacMan [NEW!!]
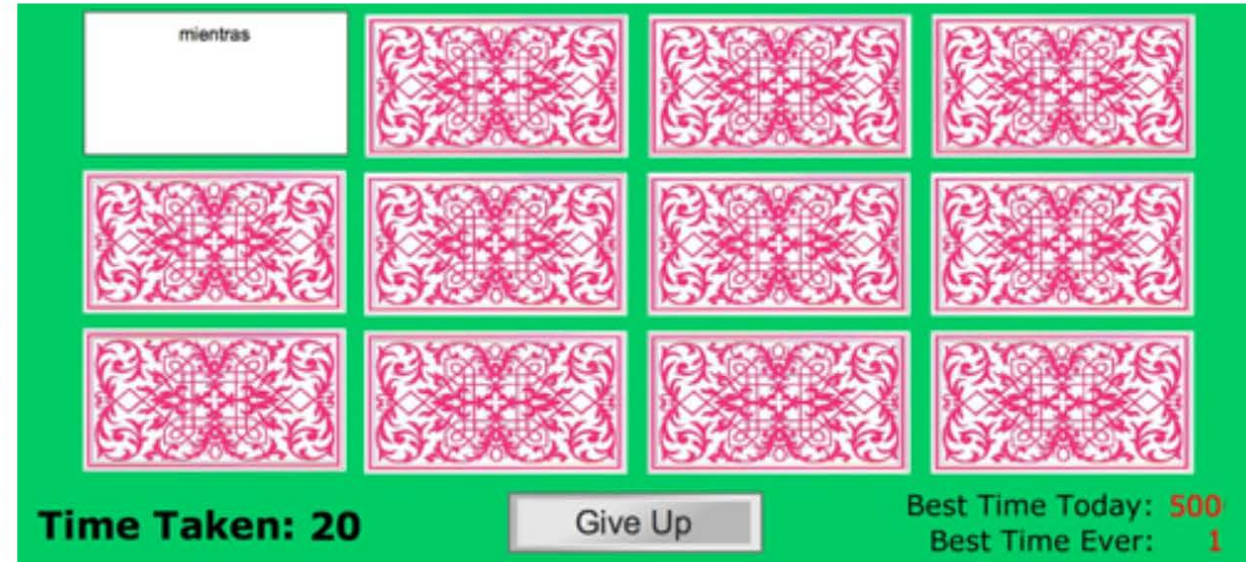
Manic Miner

Wordshoot

Pong!

Asteroids

Cannonball

Matching Pairs

Flashcards

mientras			

Time Taken: 20 — Give Up — Best Time Today: 500 / Best Time Ever: 1

Matching Pairs: Students match the question with the answer as quickly as possible against the clock

Create a new Quiz | Edit this Quiz | Share this Quiz | Download Web Shortcut

Ammo:

20

outdoors, outside of normal home or territory

To inspire with courage, hope, or strength of mind.

a person who lives in a specific place

a person who searches for animals or things

Click here to start!

to collect or assemble, draw around something

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

Best Score Today: 0
Best Score Ever: 1

[Definitions will appear here]

SuperTeacherTools

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

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

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 - Unit6 - Prepositions

Play This Game Live Now   Join Live Game as a Player

Prepositions 1	Prepositions 2	Prepositions 3	Prepositions 4	Prepositions 5
10	10	10	10	10
20	20	20	20	20
30	30	30	30	30
40	40	40	40	40
50	50	50	50	50

http://www.superteachertools.us/jeopardyx/jeopardy-review-game.php?gamefile=1586347#.V9Pg7q1a00g

FEEC10-Unit2 ✏️ Edit

UNSW Foundation Entrance English Course related to unit 2.

Play ▸   Preview 🔍   Favourite ★   Duplicate 📑

Share ↗   f   🐦   📌   g+   ✉️

Or, copy & share this link: https://play.kahoot.it/#/k/b57bb239-2566-4aeb-8c2a-a180932f1e7d

Visibility: 🔒 Public   **Created:** 2 months ago   **By:** ocriciano   **Audience:** University   **Language:** English

10 Questions	5 Plays	18 Players	0 Favourites	0 Shares

Questions 👁 Show ALL answers

Join at **kahoot.it**

with Game PIN:

517841

▲

0
Players

Kahoot!

Start

ⓘ Waiting for players...

Kahoot!

Nickname

OK, go!

Create your own kahoot for
FREE at getkahoot.com
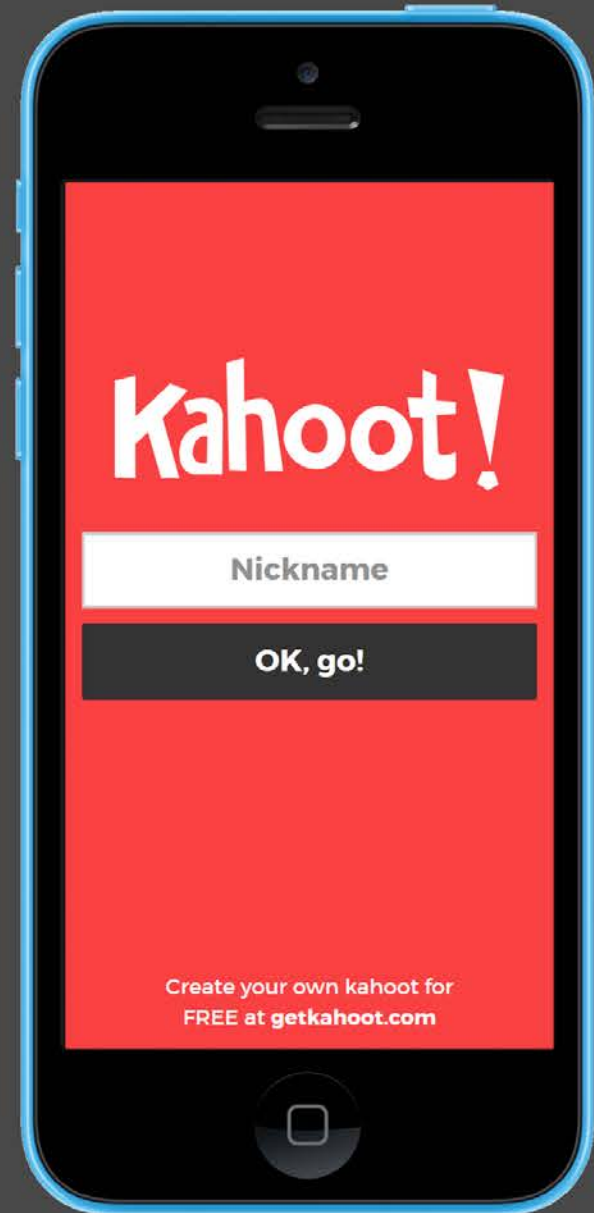
https://create.kahoot.it/?_ga=1.165106623.1634219220.1467016341&deviceId=758780e7-7138-4076-832e-26584cecda10R#quiz/700816d1-bce9-4ec5-8710-8bb7757dfd7b

UECA PD ADELAIDE: INVITE STUDENTS AND PARENTS

ACCESS CODE: XZNROF

MY CLASSES   Add Class

teste

English

UNSW IELTS Writing

FEECxv

SPREAD THE WORD

f Share   𝕏 Tweet

http://admin.whatsdueapp.com/referral/493

UECA PD ADELAIDE: INVITE STUDENTS AND PARENTS

ACCESS CODE: **XZNROF**

+ Add Task   ⟳

Saturday, Oct 15th	------------	Homework	Welcome to WhatsDue!	📊	☐

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

Michelle Ocriciano

Agar, D. and Chappell, P.J. (2016) 'The Creation of a Rubric for the Evaluation of Language Teaching and Learning Videogames', in Russell, D. and Laffey, J. Find the article here: goo.gl/ZQ4rj7

Saturday, Oct 15th	------------	Homework	Kahoot review	📊	☐

Wagner, J., & Ren, C. (2016, August). Kahoot!

Find the article here:
goo.gl/w79qcE

Unit 1: ⋯

Vocabulary

💬 2 📎 1 🕐 Oct 9

Listening & information

📎 1 🕐 Oct 5

Read Closely. Think Critically. Be Worldly.

Add a card…

Unit 2: ⋯

Vocabulary

💬 1 📎 1 🕐 Oct 16

Listening & Information

📎 1 🕐 Oct 12

Read Closely. Think Critically. Be Worldly.

Add a card…

Unit 3: ⋯

Vocabulary

💬 1 📎 1 🕐 Oct 23

Listening & Information

📎 1

Read Closely. Think Critically. Be Worldly.

Add a card…

Unit 4: ⋯

Read Closely. Think Critically. Be Worldly.

NEWSELA

Reading

📎 1

Practice Tests

Add a card…

Unit 5:

It's Exam

HERE'S A B

Good Luck!

💬 2 📎 2

Add a card…

- Agar, D. and Chappell, P.J. (2016) 'The Creation of a Rubric for the Evaluation of Language Teaching and Learning Videogames', in Russell, D. and Laffey, J. goo.gl/ZQ4rj7

- Badgeville (2012) About Badgeville. Retrieved from http://www.badgeville.com/abou

- Bogost, I (2011) Gamification is bullshit. Retrieved from http://www.bogost.com/blog/gamification_is_bullshit.shtm

- Brand, J. E. & Todhunter, S. (2015). Digital Australia 2016. Eveleigh, NSW: IGEA.

- Cohen, A (2011, September-October) The gamification of education. The Futurist, 16-17.

- Figueroa, J (2015) Using Gamification to Enhance Second Language Learning In: *Digital Education Review, 21,* 32-54. Retrieved 10/11/2015 http://greav.ub.edu/der

- Gartner Reveals How Gamification Drives Digital Business. (n.d.). Retrieved September 6, 2015, from http://www.gartner.com/newsroom/id/2702117

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

- Heift, T. and Rimrott, A. (2012), Task-Related Variation in Computer-Assisted Language Learning. The Modern Language Journal, 96: 525–543. doi: 10.1111/j.1540-4781.2012.01392.x goo.gl/5F9ygq

- Ocriciano, M (2016)IELTS Writing: a Gamification Journey. Cambridge Research Notes, 64: 31-38. http://www.cambridgeenglish.org/images/316495-research-notes-64.pdf

- Wagner, J., & Ren, C. (2016, August). Kahoot! Retrieved September 09, 2016, from goo.gl/w79qcE Kahoot review goo.gl/w79qcE

connect
share
discuss
learn
collaborate
inspire

#AusELT

day of each month

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