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Our challenge: highlighting the best in humanity (Let's be ready for the challenge!)

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Consejería de Educación - Junta de Castilla y León



ProSocial Values

2017-1-IT02-KA201-036860



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LEARNING OUTCOMES

- Develop creativity and critical thinking by using enigmas
- Acquire or develop the ability to view the whole, since students have to develop a reflective process in the situation to be solved
- Participants will have to put their personal communication skills at stake, their ability to work as a team to solve problems
- Improve motivation for learning (history for instance)



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TRAINING CONTENTS

On the presentation (“theory“ part) our teachers will show how they created a school project in order to develop prosocial values on the Community through different approaches (including technologies, arts, music and other subjects).

They will also propose the growth mindset continuum as one more way within teaching strategies to organize and propose different challenges and then participants will have the opportunity of getting on hands-on experience in developing either challenges to highlighting the best on the pupils and also to develop a growth mindset for transforming the teaching and learning process as a way to promote from the school years a prosocial better world to live in. Feedback moment will be adapted to the participants needs, it can be all along the session, which is the nicest for us as it is not going to be a master lesson but we can adapt.



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Panevezys, october 2019

GAMIFICATION

IN EDUCATIONAL CONTEXTS

P R E S S S T A R T



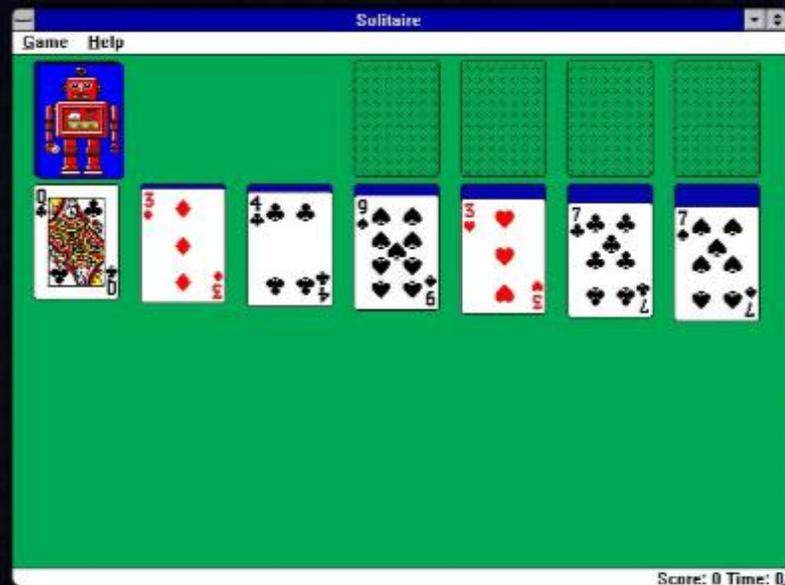
1

GAMIFI. . .

WHAT?



WE HAVE ALL HEARD ABOUT GAMIFICATION. BUT . . .
▶ WHAT IS THE CONCRETE MEANING OF THIS TERM
THAT HAS BECOME SO FASHIONABLE LATELY?



+INFO

THE ORIGINS

FIRST, WE MUST BEAR IN MIND THAT THE ORIGIN OF GAMIFICATION IS NOT IN THE EDUCATIONAL CONTEXT BUT IN BUSINESS AND MARKETING



HERE'S TWO EXAMPLES

THE FUN THEORY

THE DANCING TRAFFIC LIGHT





VAYAGIF.COM

2

DEFINITIONS

A GOOD BIBLIOGRAPHIC RESEARCH ON THE TOPIC CAN MAKE US FIND HUNDREDS OF DEFINITIONS OF GAMIFICATION. HERE YOU CAN SEE SOME OF THE ONES I LIKE THE MOST.





"THE APPLICATION OF GAME METAPHORS
TO REAL-LIFE TASKS THAT INFLUENCE
BEHAVIOUR AND IMPROVE PEOPLE'S
MOTIVATION AND INVOLVEMENT"

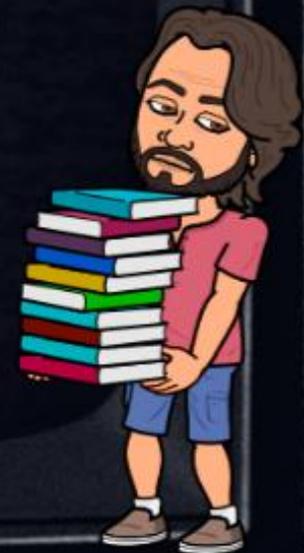
NICK PELLING (2002)

"THE USE OF GAME ELEMENTS
IN NON-LUDIC CONTEXTS"

SEBASTIAN DETERDING

"THE USE OF GAME MECHANICS, ITS
AESTHETICS AND GAME THINKING TO
INVOLVE PEOPLE, MOTIVATE ACTION,
PROMOTE LEARNING AND SOLVE PROBLEMS"

KARL KAPP





GAMIFICATION IS THE ART OF ADDING TO
SITUATIONS THAT ARE NOT GAMES SOME OF
THE ELEMENTS THAT MAKE US ALL LOVE
PLAYING SO MUCH.



AFTER READING A LOT ABOUT
GAMIFICATION, HERE YOU HAVE
MY OWN DEFINITION OF THE TERM
(AS GOOD AS ANY OTHER...)



3



"FALSE FRIENDS"



▶ IN THIS SECTION WE WILL LOOK AT TERMS THAT ARE OFTEN CONFUSED WITH GAMIFICATION AND SOME FALSE CLAIMS ABOUT THE TOPIC.

DO NOT CONFUSE GAMIFICATION WITH...

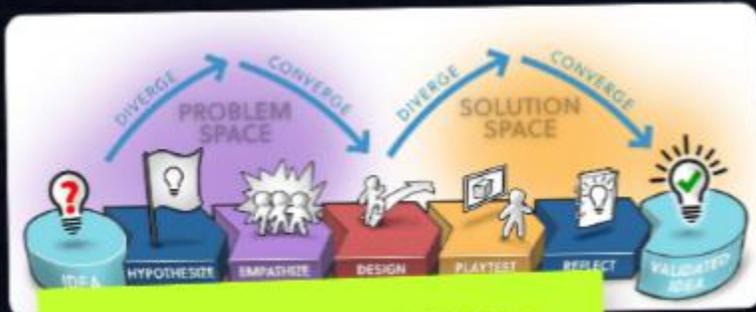
Click on the images to learn more



**GAME BASED
LEARNING**



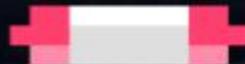
SERIOUS GAMES



GAME THINKING



GAMBLING





4



FOUR LEGS
FOR A
PERFECT
CHAIR

▶ FOR A GAMIFIED STRUCTURE TO BE SUCCESSFUL,
IT SHOULD HAVE THE FOLLOWING FOUR "LEGS"
COMPENSATED.

Philips



THESE ARE THE FOUR LEGS



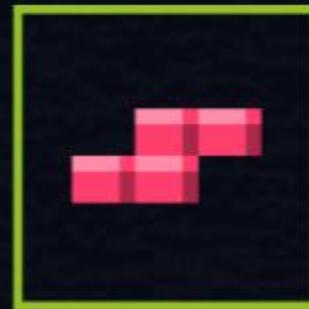
MECHANICS



DYNAMICS

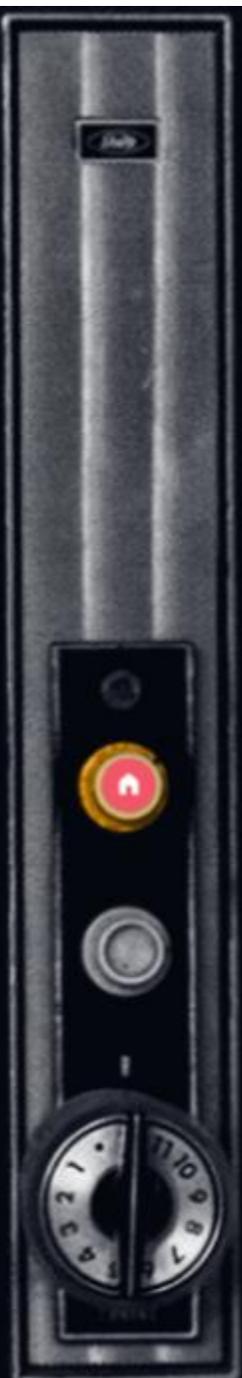


AESTHETICS



NARRATIVE

IN THE NEXT SLIDES WE WILL TALK
A LITTLE ABOUT EACH ONE OF THEM.



5



DYNAMICS



GAME DYNAMICS ARE WHAT THE PLAYER FEELS IN THE DEVELOPMENT OF THE GAME.
▶ IN THE FOLLOWING SLIDES WE WILL SEE SOME OF THE MOST COMMON GAME DYNAMICS:

Want to learn more?



6

MECHANICS



MECHANICS ARE WHAT THE PLAYER HAS TO DO IN THE GAME.

- ▶ THERE ARE MANY DIFFERENT GAME MECHANICS, IN THE FOLLOWING TWO SLIDES WE WILL HIGHLIGHT SOME AS AN EXAMPLE.

Want to learn more?



AESTHETICS



+INFO

WHILE MECHANICS AND DYNAMICS WOULD FOCUS ON THE "WHAT" OF OUR GAMIFIED STRUCTURE, THE AESTHETICS OF THE GAME WOULD FOCUS ON THE "HOW" OF IT. AND THIS "HOW" IS AS IMPORTANT AS THE REST OF THE ELEMENTS OR MORE.

Play





+INFO

NARRATIVE

IN MY OPINION, THERE IS NO DOUBT THAT THE ASPECT THAT WILL MOST INFLUENCE THE SUCCESS OF A GAMIFIED STRUCTURE IS ITS NARRATIVE.

IT IS THE MOST ARTISTIC AND CREATIVE PART OF ALL, FOR ME THE FUNNIEST TO DESIGN, AND AT THE SAME TIME THE MOST DIFFICULT.

Play



9

TOOLS

NO DIGITAL TOOL IS
NEEDED TO CREATE A
SUCCESSFUL GAMIFIED
STRUCTURE.

▶ ANYWAY, THERE ARE A
LOT OF THEM THAT CAN
MAKE OUR JOB EASIER.

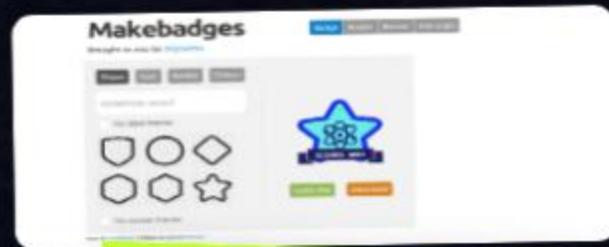
IN THE NEXT SLIDES WE
WILL SEE SOME OF MY
FAVORITES



CLICK ON THE IMAGES TO KNOW MORE
CLICK ON THE NAME TO VISIT THE WEB/APP



AVATARMAKER.COM



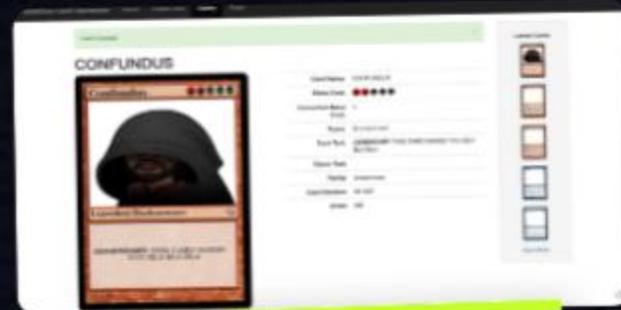
MAKEBADG.ES



HEARTHSTONE



BITMOJI

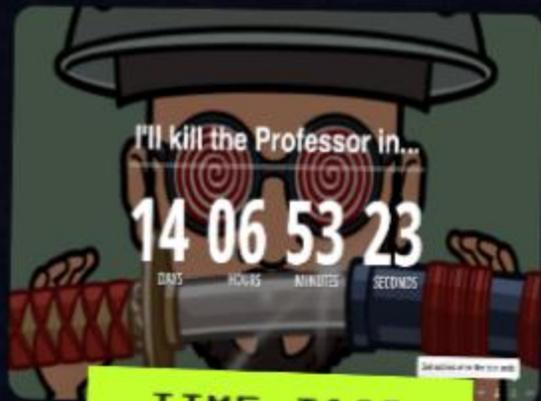


FALSEBLUECARD
GENERATOR



INKARNATE

CLICK ON THE IMAGES TO KNOW MORE
CLICK ON THE NAME TO VISIT THE WEB/APP



TIME TACO



ONLINE STOPWATCH



FLUKY.IO



KAHOOT



QUIZIZZ



PLICKERS



CLICK ON THE IMAGES TO KNOW MORE
CLICK ON THE NAME TO VISIT THE WEB/APP



CLASSDOJO



CLASSCRAFT



DUOLINGO



GENIALLY



DECK TOYS



SUPERTEACHER
TOOLS



10

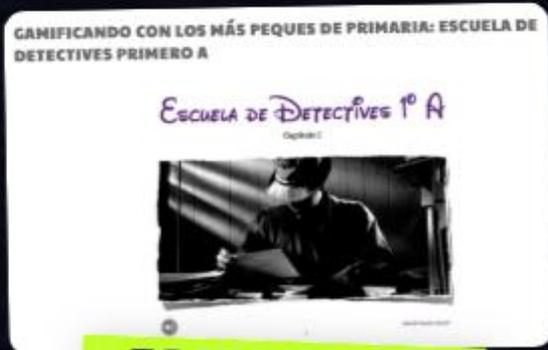
EXAMPLES



▶ IT SEEMS CLEAR THAT A GOOD WAY TO START IS TO TAKE A LOOK AT WHAT OTHERS HAVE DONE. IN THE NEXT SLIDES WE WILL SEE SOME GOOD EXAMPLES.



CLICK ON THE IMAGES TO KNOW MORE
CLICK ON THE NAME TO VISIT THE WEB/APP



ESCUELA DE
DETECTIVES



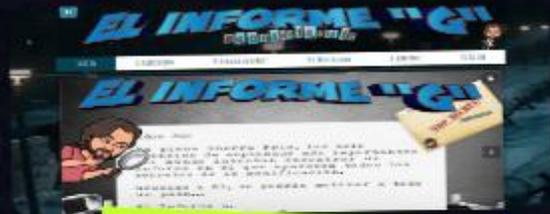
ESCUELA DE
SUPERHÉROES



ESCUELA DE
MAGIA



MR RUIZ IS
IN TROUBLE



INFORME G



THE MANSION
RUFFINNI



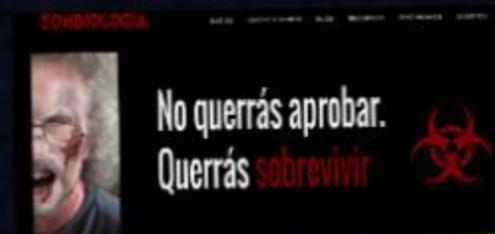
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THE SANATORIUM
OF DR. JELINEK



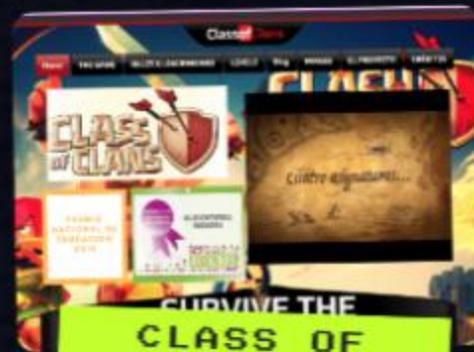
SERENDIPIA



ZOMBIOLOGÍA



EL MANUSCRITO
DEL TEMPLARIO



SURVIVE THE
CLASS OF
CLANS

Play



IF YOU WOULD LIKE TO CREATE YOUR OWN
GAMIFICATION HERE IS SOME TIPS AND A
TEMPLATE TO ORGANIZE EVERYTHING...





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This is the access to the escape room presentation:

<https://view.genial.ly/5d9e2bf9f76bfd0f56998150/presentation-save-the-educacyl-museum>

This is the link to “Gamification in educational contexts” presentation:

<https://view.genial.ly/5d975dc558aaab0f64287333/presentation-gamification-in-educational-contexts-lituania-2019>