



TECHNOLOGY FOR TEACHING
AND LEARNING AT TRU

Week Nine: Learning (for) Fun

TODAY'S AGENDA

Gamification

Twine, Introduction and Play

Questions!

GAMIFICATION

(See: Kim S., Song K., Lockee B., Burton J. (2018) What is Gamification in Learning and Education?. In: Gamification in Learning and Education. Advances in Game Based Learning . Springer.)

"A set of activities and processes to solve problems by using or applying the characteristics of game elements."

It has been a significant element of K-12 education since the 1980s.

Research is ongoing, but with a move into higher ed in the early 2000s we see gamification positively correlated with learning outcome achievement in university classrooms.

DIGITAL AND INTERACTIVE STORYTELLING



Game design + Narrative structure.



Helps engage learners (activity) and promote deeper understanding (assignment).



Allows students to contribute visually, narratively, technologically a great group project for recognizing multiple skill sets.

SMEDA, DAKICH, AND
SHARDA. "THE
EFFECTIVENESS OF DIGITAL
STORYTELLING IN THE
CLASSROOMS: A
COMPREHENSIVE STUDY."
SMART LEARNING
ENVIRONMENTS 1:6, 2014.

"The findings from this study suggest that digital storytelling is a powerful tool to integrate instructional messages with learning activities to create more engaging and exciting learning environments. It is a meaningful approach for creating a constructivist learning environment based on novel principles of teaching and learning. Thus, this approach has the potential to enhance student engagement and provide better educational outcomes for learners."

We make sense of the world through story



We understand the stakes through game mechanics



Put them together and...



TWINE

Let's head back over to:

<https://barabus.tru.ca/twine/letsplay.html>

SEE YOU NEXT WEEK!

Portfolio working period: participant questions for the facilitators

