

GAMIFICATION

Leveling Up Our Learning

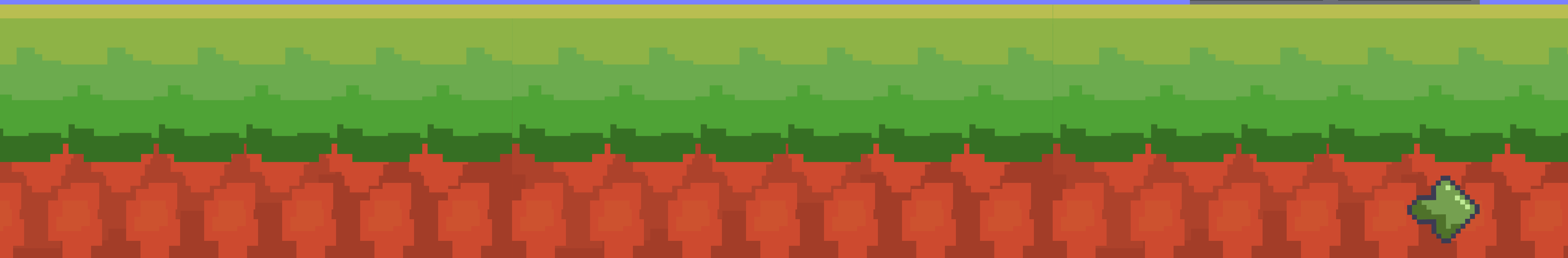
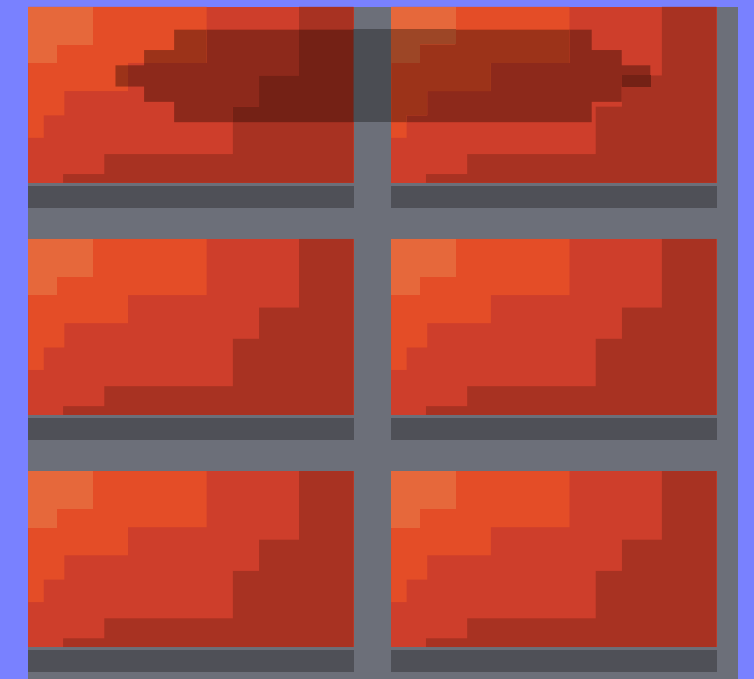
START



People spend vast amounts of time playing games; why? It is fun.

How can we bring this into the classroom so that students can have fun while learning?

Gamification! According to miriam-webster.com, gamification is, the process of adding games or game-like elements to something (such as a task) so as to encourage participation.



To integrate gamification in my Secondary Economics classroom I used ideas from Dr. Jane McGonigal's book, *Reality is Broken*.



Dr. McGonigal states that games, "are defined by four essential traits":

Goal: What are the outcomes students want to achieve? Why are they doing this activity? This creates a sense of purpose.

Rules: How do you want students to achieve this goal? The goal is the why, the rules are the how. In addition, this can place limitations on how students can achieve the goal; this serves to foster creativity and strategic thinking.

Feedback System (not punitive): like a video game – if you mess up you get to try again. This is the same idea. Allows students to understand their mistakes AND give them a chance to fix it. This is key to the process. Real-time feedback serves as a promise that the goal is achievable and provides motivation to keep playing.

Voluntary: give students a choice to participate. As Dr. McGonigal states, "The freedom to enter or leave a game at will ensures that intentionally stressful and challenging work is experienced as safe and pleasurable activity." If students are struggling, they can take a break or work with someone else. If they don't achieve the goal it is not a failure, just a learning exercise.



Next are some examples of Gamification in the Secondary classroom.



Please note that I taught in an alternative high school for students with discipline issues and were also behind in credits so student buy-in, not rigor, was my main concern.



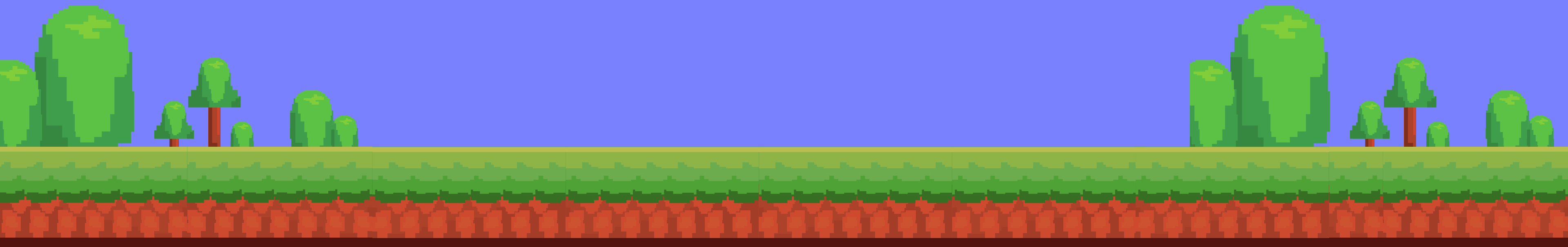
BREAKOUT BOX/ROOM

Goal: Solve the clues

Rules: Students can't use their phones

Feedback System: Students try different combinations on the locks to see if they work.

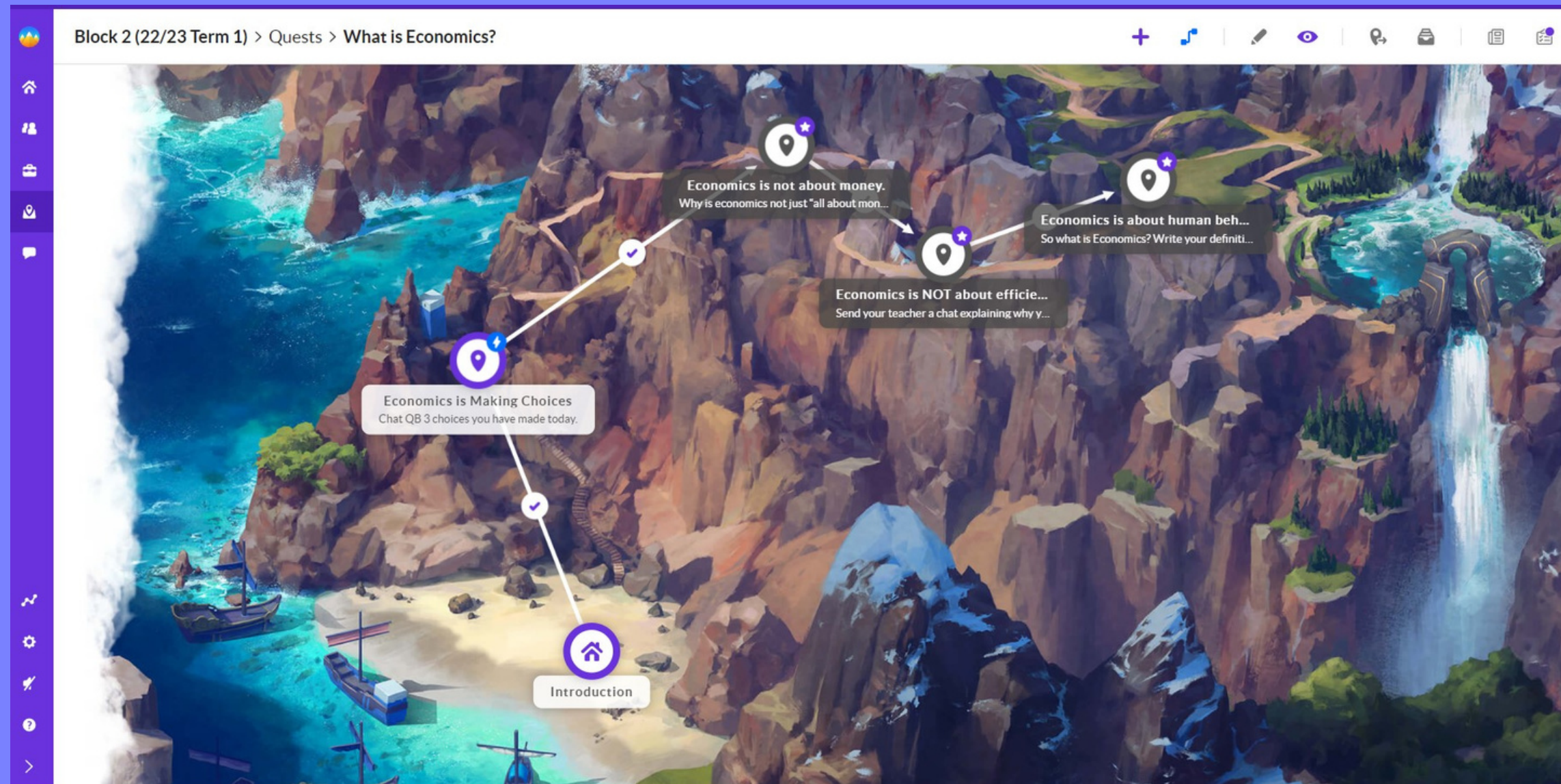
Voluntary: If students get frustrated, they can ask for a clue or work in groups. There is no punishment if they don't solve the clues.



CLASSCRAFT

Free website that allows teachers to create quests. I like to use it to break up required readings.

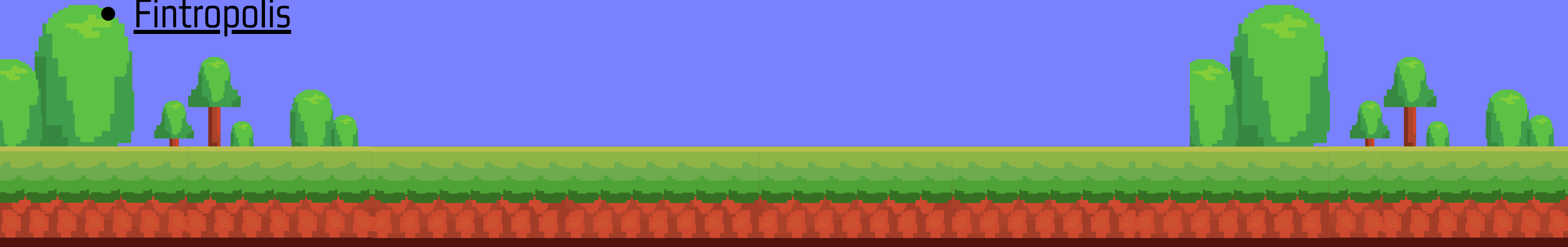
*I didn't follow the voluntary part of gamification and made it an assignment since it was important content.



MINECRAFT

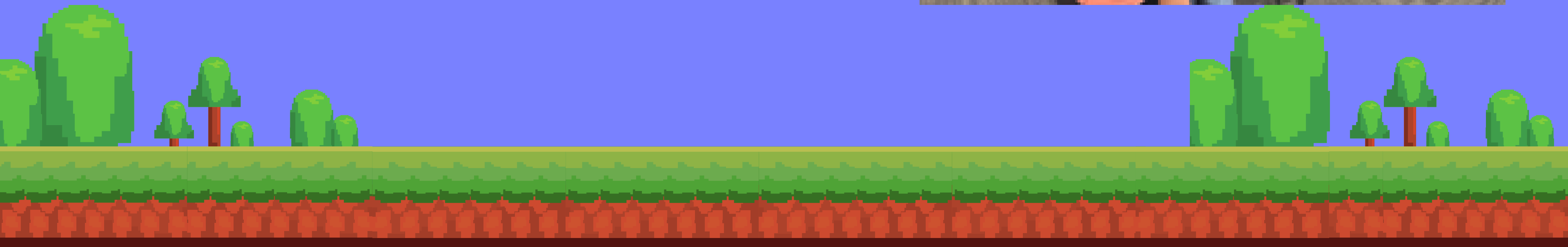
Minecraft Education Edition is available to many students who attend schools with Microsoft 365 licenses. This game has 100s of free lessons available. Some economics-aligned lessons are:

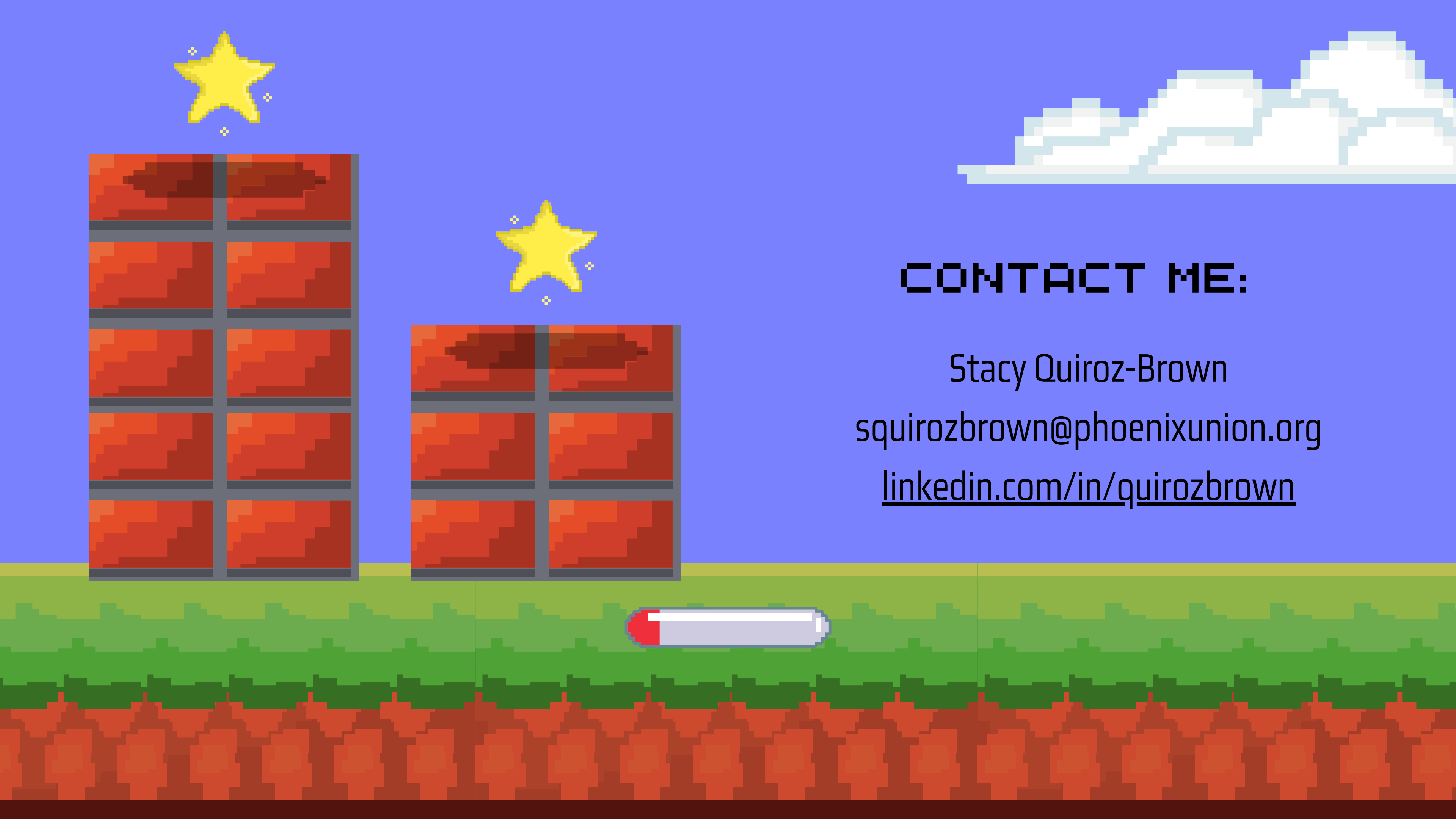
- Costs and Benefits
- The Fur Trade
- Lumen City Challenge
- Fintropolis



SIMULATIONS

A non-electronic approach where students get out of their seats and talk to each other. This is a picture from my classroom this semester (Fall 2023) doing a Circular Flow simulation called Econoland.





CONTACT ME:

Stacy Quiroz-Brown

squirozbrown@phoenixunion.org

[linkedin.com/in/quirozbrown](https://www.linkedin.com/in/quirozbrown)

GAME OVER

