



GAMIFICATION

**A microlearning session on
Gamification in College Teaching**

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WHAT IS GAMIFICATION?

Gamification:

noun

*Involves the integration of game elements such as **points, badges, levels, and leaderboards** into learning environments*

- increase **motivation**
- increase **engagement**
- encourages healthy **competition & collaboration**
- improves **focus & retention**
- provides **immediate feedback** to learners





WHY IT WORKS

- ✓ Taps into students' intrinsic/extrinsic **motivation**
- ✓ Encourages **goal-setting** and persistence
- ✓ Increases **participation** and **retention**
- ✓ Works **across disciplines** and formats

COMMON GAME ELEMENTS

Points & Levels



Badges & Rewards



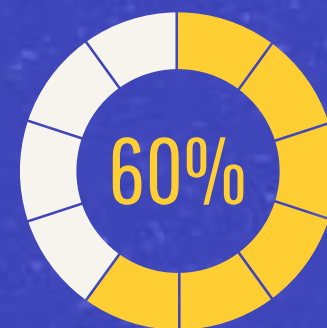
Leadership Boards



Quests & Challenges



Timers & Progress Bars





EXAMPLES IN HIGHER ED



Humanities

Badges for discussion board milestones



Online learning

Progress bars to track module completion



STEM

Leaderboards for quiz or lab completion



Language courses

Leveling systems for vocabulary mastery





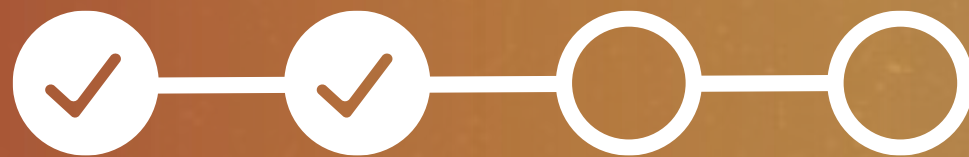
GETTING STARTED TIPS

- **Start small:** try 1–2 elements first
- **Use your LMS:** Canvas, Moodle, Brightspace often have built-in tools
- **Tie game mechanics** to learning objectives (not just fun)

CAUTIONS & BEST PRACTICES

- **Avoid Gimmicks**
make game elements meaningful
- **Keep it fun!**
but focused on learning

- **Ensure Accessibility**
for all learners
- **Offer Opt-out**
paths when possible



KEY TAKEAWAYS



& RESOURCES





Gamification **enhances engagement** and retention

It's **flexible** and easy to start using in *any discipline*

Keep it **learner-centered** and **inclusive**



BONUS RESOURCES



[Gamification in Education \(EDUCAUSE\)](#)

View the library in EDUCAUSE covering a range of topics relating to Gamification



[Canvas LMS Gamification Guide](#)

Here are a few tips to help you gamify your coursework with Canvas LMS



LET'S START CREATING!

