



WHEN ACTIVE LEARNING GOES FLAT:

Using Gamification to Motivate Student Learners

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PART ONE

Planning instruction



INSTRUCTION PROGRAM

FIRST YEAR SEMINAR

Evaluate sources for quality by learning how to differentiate between popular and scholarly sources.

Use the library catalog and electronic databases to retrieve books or articles, whether in print or online.



Online Tutorial

RHETORICAL ARTS

Conceptualize an effective research strategy and then collect, interpret, evaluate, and cite evidence in written and oral communication.

Distinguish between types of information resources and how these resources meet the needs of different types of scholarship and disciplines.



Hybrid Instruction

RHETORICAL ARTS CHALLENGE

1273

First Year Students

72

One-Shots

6

Librarians

ANNOTATED BIBLIOGRAPHY



Students need to find appropriate sources



Students need to critically evaluate sources

HYBRID INSTRUCTION

HOMEWORK



Research Strategies Tutorial

IN-CLASS



Discussion



Active Learning



PART TWO

Increasing student engagement with gamification

WHAT MAKES IT ACTIVE?

ACTIVE LEARNING

EXPERIENCES

Doing
Observing

REFLECTION

On what one is learning and
how one is learning
Alone & with others

RECEIVING INFORMATION AND IDEAS

PASSIVE LEARNING

Diagram reproduced from : Fink, L. Dee. Creating Significant Learning Experiences. 2003.

EVALUATING SOURCES WORKSHEET

- Students were given an excerpt of a journal article to evaluate
- Using the worksheet the student answered questions about the source they were given
- Discussion with the librarian after completing the worksheet

	Example	Source 1
Type of Source (scholarly, popular, or trade?)	Opinion Piece in a book. Publisher is leader in high school publishing market.	
Primary, Secondary or Tertiary?	Secondary	
Authority of Author	ExxonMobil	
Rationale/Motive for Writing/Bias	Bias towards the gas industry (author has a vested interest)	
Position on Main Idea A Cite evidence that supports or disputes this statement: "Fracking increases water pollution."	<ul style="list-style-type: none"> ▪ safe since 1940's ▪ natural gas= environmentally responsible Natural gas = cleaner-burning energy source	
Position on Main Idea B Cite evidence that supports or disputes this statement: "Fracking is regulated by the government."	<ul style="list-style-type: none"> ▪ Exxon supports public disclosure of fracking chemicals 	
Complete Citation (MLA)	ExxonMobil. "Hydraulic Fracturing Can Be Done Responsibly." <i>Fracking</i> . Ed. Tamara Thompson. Detroit: Greenhaven, 2013. 19-21. Print.	

GAMIFICATION

Gamification is:

“is using game-based mechanics, aesthetics and game thinking to engage people, motivate action, promote learning, and solve problems”

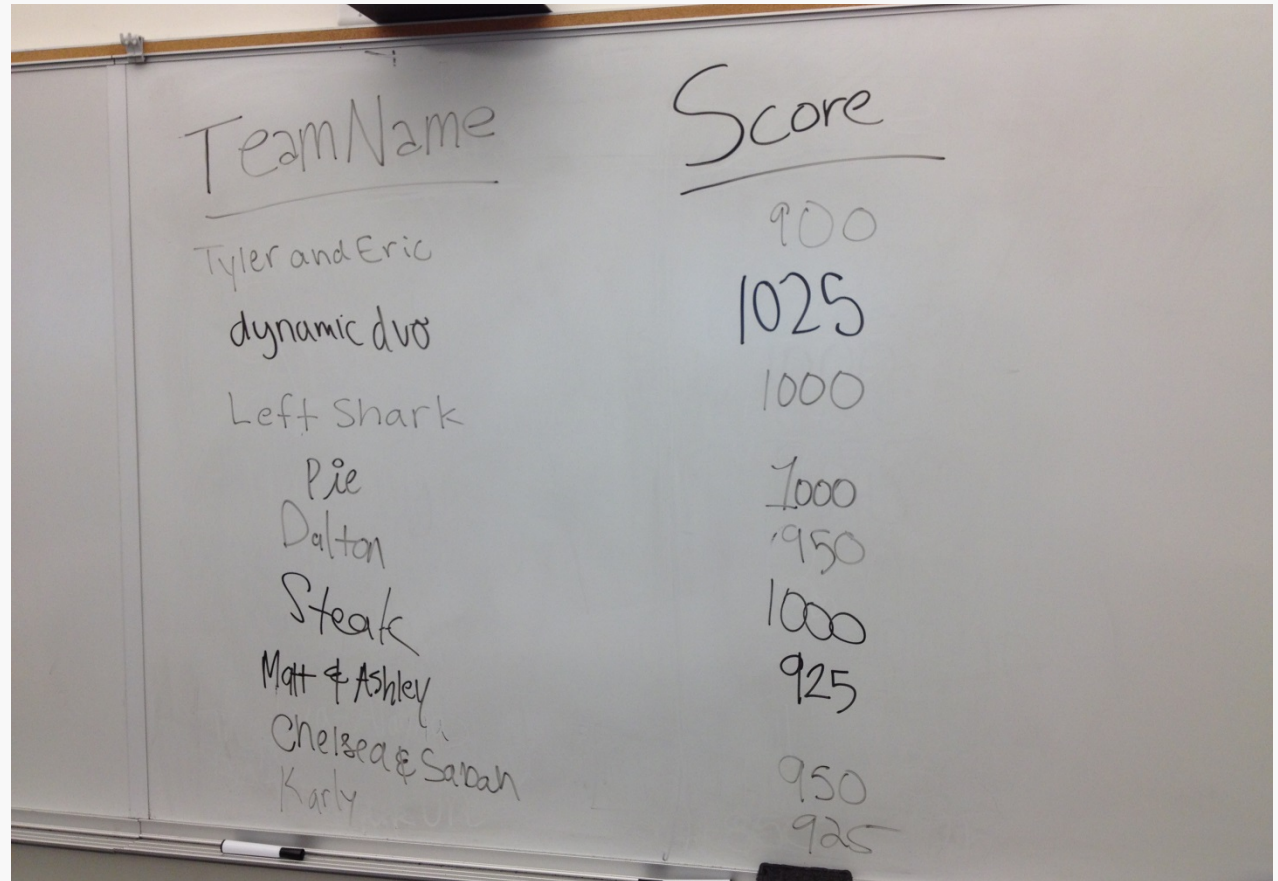
Gamification is **not**:

“ the superficial addition of points, rewards, and badges to learning experiences.”

Kapp (2012)

GAME MECHANICS & GAME THINKING

- Incorporating Friendly Competition (points)
- Motivational Feedback (stars)
- Measure Progress (showing star count)
- Reward effort (getting the answer right on the first try earns more points)



A whiteboard with a handwritten table. The table has two columns: 'Team Name' and 'Score'. The scores are written on the right side of the board, with some numbers underlined. The teams and their scores are:


<u>Team Name</u>	<u>Score</u>
Tyler and Eric	900
dynamic duo	1025
Left Shark	1000
Pie	1000
Dalton	950
Steak	1000
Matt & Ashley	925
Chelsea & Sarah	950
Karly	925

GAME MECHANICS & GAME THINKING

- Incorporating Friendly Competition (points)
- **Motivational Feedback (stars)**
- Measure Progress (showing star count)
- Reward effort (getting the answer right on the first try earns more points)

LMU|LA William H. Hannon Library

STARS EARNED




THIS QUESTION HELPS DETERMINE ACCURACY

How thorough was the review/editing of this source?


HINT

BASIC EDITING FOR GRAMMAR & SPELLING

PEER REVIEWED 

LITTLE TO NO EDITING

YOU EARNED A DIAMOND STAR!



This source was peer-reviewed. Members of the academic community reviewed the paper for quality before it was published.

NEXT QUESTION -->

SUBMIT ANSWER

GAME MECHANICS & GAME THINKING

- Incorporating Friendly Competition (points)
- Motivational Feedback (stars)
- **Measure Progress (showing star count)**
- Reward effort (getting the answer right on the first try earns more points)

STARS EARNED

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

THIS QUESTION HELPS DETERMINE
DATE

When was this source
published?

5 - 10 YEARS AGO

WITHIN PAST 5 YEARS

OVER 10 YEARS AGO

SUBMIT ANSWER

GAME MECHANICS & GAME THINKING

- Incorporating Friendly Competition (points)
- Motivational Feedback (stars)
- Measure Progress (showing star count)
- **Reward effort (getting the answer right on the first try earns more points)**



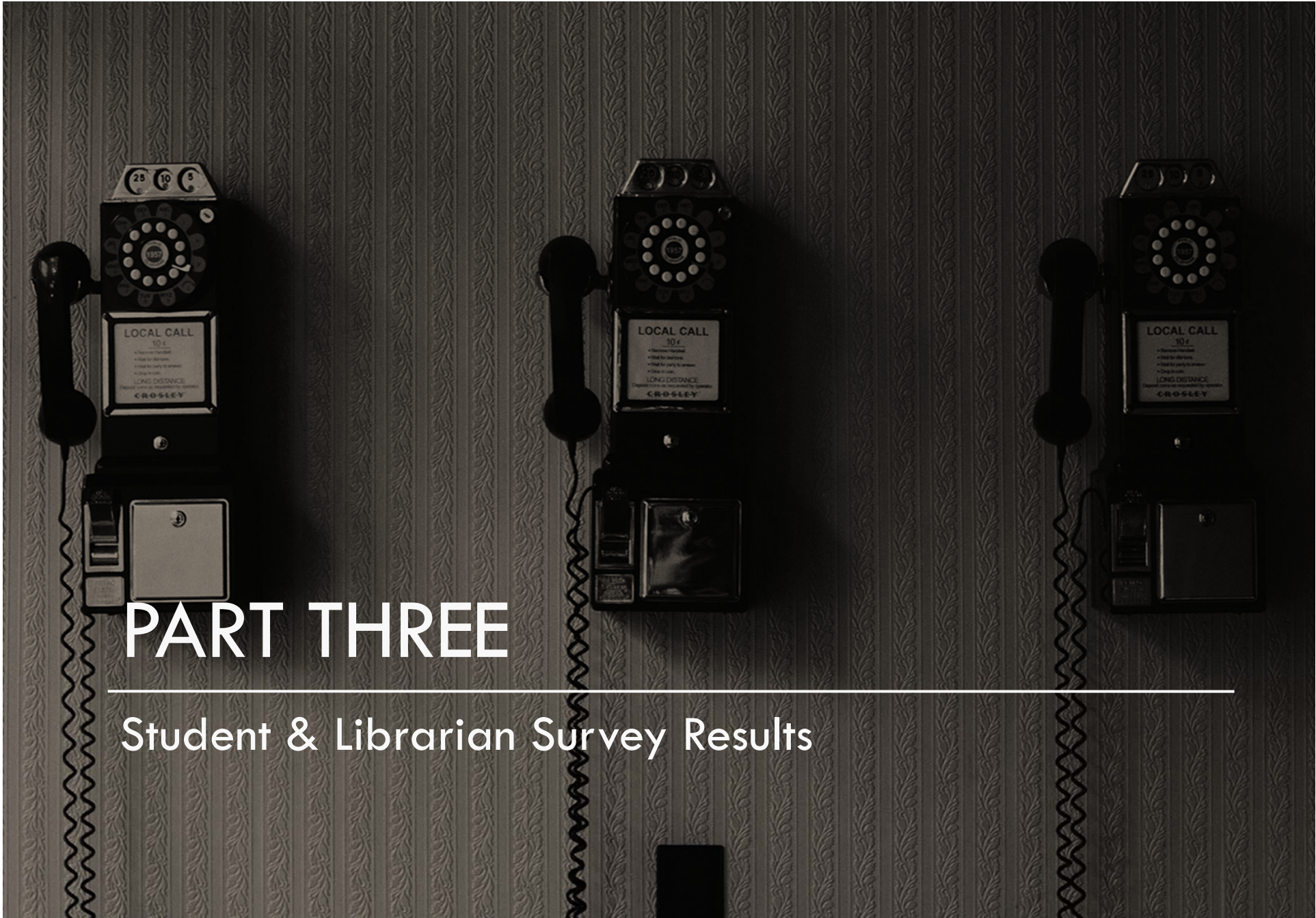
Earn a Diamond Star if you answer the question correctly on the first try. Diamond Stars are each worth 100 points.



Earn a Gold Star if you answer the question correctly on the second try. Gold Stars are each worth 50 points.



Earn a Silver Star if you answer the question correctly on the third try. Silver Stars are each worth 25 points.

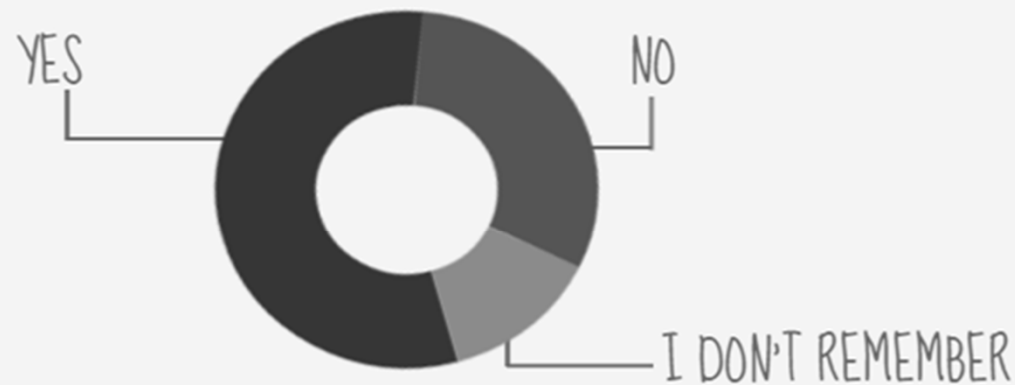


PART THREE

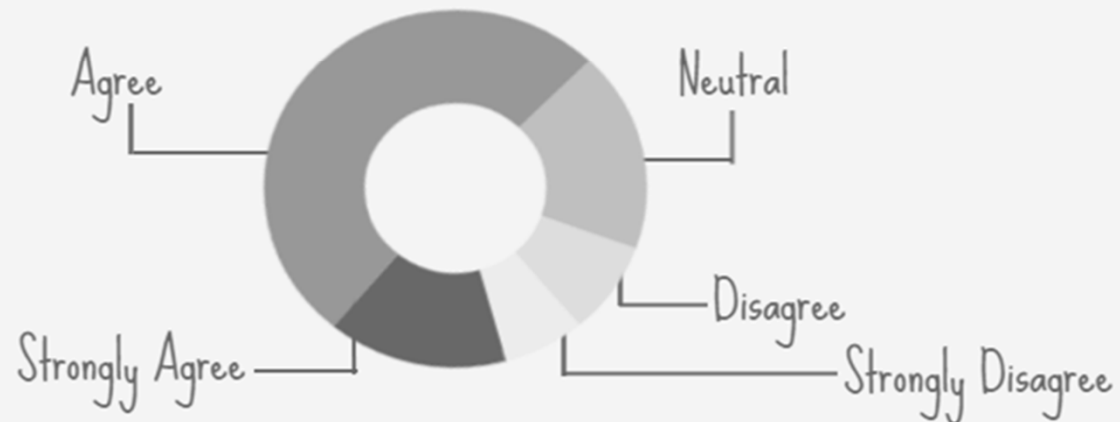
Student & Librarian Survey Results

STUDENT SURVEY RESULTS

Did you play the RADAR Game during your library visit?



The RADAR Game helped me evaluate sources.



STUDENT SURVEY RESULTS

What did you like about the RADAR Game?



32

Total Responses



WHAT THE STUDENTS SAID

"It made learning how to evaluate sources fun!"

"It gave you practical experience to test your knowledge about evaluating sources. It was hands on and showed you how much you really know and understand what you are doing."

"It was fun and actually extremely informative"

"It made it fun to play with a partner and I'm competitive, the stars helped me to actually try."

"I liked winning and getting the different stars."

"It was a fun and interactive way to understand/determine and become familiar with the various types of sources."

LIBRARIAN SURVEY RESULTS

RATING THE RADAR GAME



The RADAR Game increased student engagement.



The RADAR Game increased student participation during the class discussion.



The RADAR Game increased the quality of class discussions.

100%

of librarians surveyed "Strongly Agreed"

The RADAR Game increased student motivation.

LIBRARIAN SURVEY RESULTS

What was the most useful thing that resulted from incorporating the RADAR Game into your library instruction session(s)?

"Participation was definitely better and more enthusiastic. Also, the 'cool' aspect. Students were impressed that the library was able to create this game just for them."

"The discussion that occurred after the exercise was greatly improved. Student were really clear on what they didn't get right in the game and they asked more direct questions about what confused them."

"Students do their own work and don't sit there and do nothing at all, which happens with handout exercises."

"It made the class go faster and captured the attention of the students. By doing the game first, they seemed more attentive in the second half of class, which involved the database demo."

ADDITIONAL MATERIALS

ONLINE LEARNING OBJECTS

- [RADAR GAME](#)
- [RESEARCH STRATEGIES](#)

FLIPPED CLASSROOMS

- [ASSESSING GAMES-BASED LEARNING IN INSTRUCTION](#)
- [THE FLIPPED CLASSROOM FOR LIBRARY INSTRUCTION](#)
- [KEEPING UP WITH FLIPPED CLASSROOMS: AMERICAN LIBRARY ASSOCIATION](#)
- [KEEPING UP WITH... GAMIFICATION: AMERICAN LIBRARY ASSOCIATION](#)

ONLINE RESOURCES

- [PRIMO](#)
- [MERLOT](#)
- [ACTIVE LEARNING LIBGUIDE](#)
- [TUTORIAL DESIGN RECOMMENDATIONS](#)
- [ARTICULATE TECH SPECIFICATIONS](#)

REFERENCES

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