

# Game-Based Learning: An Introduction

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what is a game?

## game or play? game-based or playful?

Play is a form of **freedom**  $\Rightarrow$  **voluntary** and **for its own sake**

Play is **separate from 'ordinary' life**  $\Rightarrow$  **'make believe'**, imaginative

Play commands the **player's full attention**  $\Rightarrow$  **immersive, engaging**

Play has specific **boundaries in time and place**  $\Rightarrow$  **a context**

Play has **rules**  $\Rightarrow$  a sense of **order**

Play defines for players a **social group**  $\Rightarrow$  **an identity**

(based on Johan Huizinga, *Homo Ludens*)

### **Game = Goal-Driven Play**

A player enters voluntarily into a rule-based, well-defined, 'make-believe' world...

... in open-ended play to **explore, experiment, to create** etc.

... in a game to **achieve goals, 'to win', to reach targets**

what is game-based learning?

# Gamification vs. Game-based Learning

## Gamification

using extrinsic game-elements in non-game activities in order to...

... make the activity more **fun** and engaging

... increase **motivation**, participation and sustained focus

... add a layer of playful **competition** to everyday routine

... change player **behavior** / 'incentivize specific behaviors'

gamification comes from **marketing** and

it is **everywhere** (fitness apps, social media, online stores)

common gamification devices: **points** **levels** **badges**

**leaderboards** **quests** **status bars**

# MARKETO COMMUNITY ROCKSTAR REWARDS

## ENGAGE WITH YOUR PEERS IN A WHOLE NEW WAY

**Earn** badges and points

**Participate** more and reach the Diamond Level

**Receive** exclusive rewards and invitations for being a top contributor

**Acquire** elite status in the Community and build your network

### Want To Be Rewarded? Here's How it Works

It's simple, just engage on the Marketo Community! Answer questions, read articles, vote on ideas, create a discussion. The more you participate, the higher your status in the Marketo Community as well as in your professional network.

- COMMUNITY HOME
- DISCUSSIONS
- IDEAS
- HELP ARTICLES
- NEW RELEASE

### MY PROFILE



## Caroline James

Edit

Name: **Caroline James**  
Company: **Marketo**  
Title: **Marketing Director**  
Location: **San Francisco, CA**  
Date I Started Using Marketo: **1/2/2012**

### MY REWARDS



Rewards earned this month:



250  
points

Gold

Platinum

### GARAGE BAND



### 7 DAYS LEADERBOARD

	Eric Hollebone 2150 pts
	CraiGrrr Blacketter 2080 pts
	Josh Hill 1610 pts
	Erik Rehn 1270 pts
	Clinton G 1200 pts

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# Gamification

[marketo.com](http://marketo.com)

# Gamification vs. Game-based Learning

## Game-based Learning

**subject matter intrinsically integrated into gameplay**

e.g. concepts, skills, problems, ideas, questions, dilemmas

⇒students **encounter** subject matter as they **play**

⇒students develop their understanding of ‘real’ phenomena and situations, by **interpreting the workings of a gameworld** and their own interactions with it

⇒students develop skills and competencies, by **mastering** the gameworld

⇒students seek out knowledge because gameplay creates “**a compelling need to know**”

# Global Conflicts Series

<http://globalconflicts.eu/>



In Global Conflicts, you will perceive the world through the eyes of a journalist who is attempting to find the best possible story.



# The World Peace Game

<http://www.worldpeacegame.org/>



[http://www.youtube.com/watch?feature=player\\_embedded&v=LqJnk-jYWRM#at=29](http://www.youtube.com/watch?feature=player_embedded&v=LqJnk-jYWRM#at=29)

# Quest to Learn

<http://q2l.org/>



A school in NYC where the whole curriculum is designed around games that induce “a compelling need to know”

<http://vimeo.com/21043303>



why game-based learning?

## why game-based learning?

motivation, personally meaningful goals

mastery, identity

imaginative perspectives

dramatic significance

high challenge, safe fail

sustained engagement, flow

playfulness, exploration

collaboration and competition

contextual bridging

complex problems, systems thinking

against game-based learning?

## against game-based learning?

game vs. reflection

overstimulation, distraction

trivialization of subject matter

regulated game vs. self-generated creative play

reducing class time into playtime

salience of secondary game elements

epistemological bias, mediation of experience

## Adding a game-based perspective to an educational scenario

**Gamification** – motivational game elements added to regular learning activities (scores, badges, leaderboards etc.)

**Trigger Games** – a short (e.g. 5') game to be played in order to introduce an idea or a problem and trigger discussion, problem-solving or research (mini-games)

**Curriculum Games** – the curriculum is embodied into the game (though not all learning necessarily happens in the game)

**Overarching Game Worlds** – usually role-playing games: a content free make-believe world serves as an umbrella for various learning activities for an extended period of time

**Game Design** – learning through making games