The Gamification Of Learning And Instruction Game Based Methods And Strategies For Training And Education

"In this MacArthur Report, Suhr explores digital music communities' use of evaluation games and digital badges for both casual music evaluators and musicians. The first case study focuses on audience evaluation via playing Spotify's Hit or Not game, where game players evaluate a song's hit potential. Suhr explores the gamification of learning and evaluation; when the act of music evaluation turns into a game, what do the players learn, and what may be the implications of this type of evaluation? The second, more in-depth case study on Indaba Music examines the process of gaining badges through involvement in contests. Suhr questions whether or not gaining badges holds significance for musicians. Taken as a whole, this report analyzes how digital badges are perceived by both music listeners and musicians. To what extent can digital badges be an effective way to represent and credit musicians' accomplishments and merits? What are the emerging challenges, benefits, and shortcomings in the use of digital badges as an alternative evaluation mechanism? How do the uses of digital badges in the context of assessing creativity intersect or diverge with the practices related to education and other non-creative fields?"--Provided by publisher.

When a gamification of learning manager recognizes a problem, what options are available? What are the essentials of internal gamification of learning management? Who is responsible for ensuring appropriate resources (time, people and money) are allocated to gamification of learning? What are the costs of delaying gamification of learning action? What is the scope of the gamification of learning effort? Defining, designing, creating, and implementing a process to solve a challenge or meet an objective is the most valuable role... In EVERY group, company, organization and department. Unless you are talking a one-time, single-use project, there should be a process. Whether that process is managed and implemented by humans, AI, or a combination of the two, it needs to be designed by someone with a complex enough perspective to ask the right questions. Someone capable of asking the right questions and step back and say, 'What are we really trying to accomplish here? And is there a different way to look at it?' This Self-Assessment empowers people to do just that - whether their title is entrepreneur, manager, consultant, (Vice-)President, CxO etc... - they are the people who rule the future. They are the person who asks the right questions to make Gamification Of Learning investments work better. This Gamification Of Learning All-Inclusive Self-Assessment enables You to be that person. All the tools you need to an in-depth Gamification Of Learning Self-Assessment. Featuring 947 new and updated case-based questions, organized into seven core areas of process design, this Self-Assessment will help you identify areas in which Gamification Of Learning improvements can be made.
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the questions you will be better able to: - diagnose Gamification Of Learning projects, initiatives, organizations, businesses and processes using accepted diagnostic standards and practices - implement evidence-based best practice strategies aligned with overall goals - integrate recent advances in Gamification Of Learning and process design strategies into practice according to best practice guidelines Using a Self-Assessment tool known as the Gamification Of Learning Scorecard, you will develop a clear picture of which Gamification Of Learning areas need attention. Your purchase includes access details to the Gamification Of Learning self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows your organization exactly what to do next. You will receive the following contents with New and Updated specific criteria: - The latest quick edition of the book in PDF - The latest complete edition of the book in PDF, which criteria correspond to the criteria in... - The Self-Assessment Excel Dashboard - Example pre-filled Self-Assessment Excel Dashboard to get familiar with results generation - In-depth and specific Gamification Of Learning Checklists - Project management checklists and templates to assist with implementation INCLUDES LIFETIME SELF ASSESSMENT UPDATES Every self assessment comes with Lifetime Updates and Lifetime Free Updated Books. Lifetime Updates is an industry-first feature which allows you to receive verified self assessment updates, ensuring you always have the most accurate information at your fingertips.

The ongoing transformation of learning and teaching is one facet of the progressing digitalization of all aspects of life. Gamification's aim is to change learning for the better by making use of the motivating effects of (digital) games and elements typical of games, like experience points, levelling, quests, rankings etc. Especially in the light of the success of Pok?mon Go, multiple actors call for gamification of learning and teaching in schools as means for motivating students. From the perspective I introduce in this paper, gamification shows itself as reversion from serious pedagogical and didactical endeavours. This threatens to lead to the replacement of teaching by gamification and the (self) degradation of teachers to support personnel. In this paper, I argue that gamified learning and teaching suspends the fundamental, subversive, and critical moments only schools can offer. Furthermore, it can lead to subjugation and isolation of students due to its inherent closed and enclosing structure. I further show how the line of argumentation of gamification advocates iterates that of progressive education.

Following Karl Kapp's earlier book The Gamification of Learning and Instruction, this Fieldbook provides a step-by-step approach to implementing the concepts from the Gamification book with examples, tips, tricks, and worksheets to help a learning professional or faculty member put the ideas into practice. The Online Workbook, designed largely for students using the original book as a textbook, includes quizzes, worksheets and fill-in-the-blank areas that will help a student to better understand the ideas, concepts and elements of incorporating gamification into learning.
Serious games provide a unique opportunity to fully engage students more than traditional teaching approaches. Understanding the best way to utilize these games and the concept of play in an educational setting is imperative for effectual learning in the 21st century. Gamification in Education: Breakthroughs in Research and Practice is an innovative reference source for the latest academic material on the different approaches and issues faced in integrating games within curriculums. Highlighting a range of topics, such as learning through play, virtual worlds, and educational computer games, this publication is ideally designed for educators, administrators, software designers, and stakeholders in all levels of education.

In the current realm of education, gamification has received significant attention for its power to shift the way we teach and learn. Gamification allows teachers and learners to experience a series of challenges that engage their minds, bodies, and spirits. Although gamification is not a new concept, it has not been widely exposed to the higher level of education in the Indonesian EFL context. This book represents a further step to provide new learning practices for the sense of what learning is about.

This book explores how gamification techniques are used to leverage users' natural desires for achievement, competition, collaboration, learning and more. Compared to other books on this topic, it gives more than just an introduction and develops the readers understanding through frameworks and models, based on research to make it easier to develop gamified systems. The concept of gamification achieved increased popularity in 2010 when a number of softwares and services started explaining their products as a ‘gamification’ design.

Gamification Mindset explains how game elements and mechanics are important, how video games are learning systems and examines how video game aesthetics are vital in the development of gamification. The book will challenge some common beliefs when it comes to gamifications’ abilities to immerse and change the user’s intrinsic and extrinsic motivations. Gamification Mindset aims to develop new models in gamification to enable easier gamification scenarios. It is a comprehensive analysis and discussion about gamification and serves as a useful tool, since it acquaints readers with gamification and how to use it, through illustrated practical theoretical models. Academic researchers, students, educators and professional game and gamification designers will find this book invaluable.

In recent years, there has been growing interest in the use of games to enhance learning across multiple educational levels, and extensive research has shown that games have considerable potential for enhancing learning, motivation and skills development. However, despite a growing acknowledgement of this potential, challenges remain and the use of games in formal education contexts remains far from mainstream. While some studies identify design and development issues as a key barrier — including associated costs — others highlight organisational and infrastructural difficulties involved in implementing games in the classroom. More recently, increasing recognition of these difficulties has led many to explore how gaming elements (rather than fully fledged games) can be used to engage and enhance student learning — a practice now widely referred to as “gamification”. This edited collection of chapters explores the application, potential and challenges of game-based learning and gamification across multiple disciplines and sectors, including psychology, education, business, history, languages and the creative arts. With contributions exploring the use of games across the full educational spectrum — from early childhood education, through to the corporate sector — it provides comprehensive insights into the potential of games and play for facilitating learning and engagement at every life stage. This compendium introduces game theory and gamification to a number of different domains and describes their professional application in information systems. It explains how playful functions can be implemented in various contexts and highlights a range of concrete scenarios planned and developed for several large corporations. In its first part the book presents the fundamentals, concepts and theories of gamification. This is followed by separate application-oriented sections — each containing several cases — that focus on the use of gamification in customer management, innovation management, teaching and learning, mobile applications and as an element of virtual worlds. The book offers a valuable resource for readers looking for inspiration and guidance in finding a practical approach to gamification.

In this lively and practical book, seasoned educator Jonathan Cassie shines a spotlight on gamification, an instructional approach that’s revolutionizing K–12 education. Games are well known for their ability to inspire persistence. The best ones feature meaningful choices that have lasting consequences, reward experimentation, provide a like-minded community of
players, and gently punish failure and encourage risk-taking behavior. Players feel challenged, but not overwhelmed. A gamified lesson bears these same hallmarks. It is explicitly gamelike in its design and fosters perseverance, creativity, and resilience. Students build knowledge through experimentation and then apply what they’ve learned to fuel further exploration at higher levels of understanding. In this book, Cassie covers * What happens to student learning when it is gamified. * Why you might want to gamify instruction for your students. * The process for gamifying both your classroom and your lessons. If you want to see your students engaged, motivated, and excited about learning, join Jonathan Cassie on a journey that will add a powerful new set of ideas and practices to your teaching toolkit. The gamified classroom—an exciting new frontier of 21st century learning—awaits you and your students. Will you answer the call?

While many fields such as e-learning, business, and marketing have taken advantage of the potential of gamification, the healthcare domain has just started to exploit this emerging trend, still in an ad-hoc fashion. Despite the huge potential of applying gamification on several topics of healthcare, there are scarce theoretical studies regarding methodologies, techniques, specifications, and frameworks. These applications must be examined further as they can be used to solve major healthcare-related challenges such as care plan maintenance, medication adherence, phobias treatment, or patient education. Handbook of Research on Solving Modern Healthcare Challenges With Gamification aims to share new approaches and methodologies to build e-health solutions using gamification and identifies new trends on this topic from pedagogical strategies to technological approaches. This book serves as a collection of knowledge that builds the theoretical foundations that can be helpful in creating sustainable e-health solutions in the future. While covering topics such as augmented and virtual reality, ethical issues in gamification, e-learning, telehealth services, and digital applications, this book is essential for research scholars, healthcare/computer science teachers and students pursuing healthcare/computer science-related subjects, enterprise developers, practitioners, researchers, academicians, and students interested in the latest developments and research solving healthcare challenges with modern e-health solutions using gamification.

Why do some gamification projects work while others flop? What makes employees want to engage with some digital courses more than others? Is there a way to use points and badges to track, assess, and demonstrate a return on investment? Jason Suriano
answers these questions (and many more) by explaining the four keys to breakthrough with gamification—engagement, trajectory, ubiquity, and data. Engaging employees at their own pace and place, while leveraging devices like an employee’s iPhone, guarantees that a gamified eLearning course reaches its ultimate goal of training and assessing the employee. Using points and badges, a properly designed gamification course will relay important employee performance metrics to the organization. Office Arcade is based on Jason’s 15 years of research, consulting, and hands-on production experience in the creation of over two hundred digital projects for companies like Discovery Communications. Jason wrote Office Arcade to help with the confusion around gamification—it can be simple, clear, and effective for employers and their employees. Office Arcade is written for Human Resource managers, corporate trainers, instructional designers, eLearning specialists, product managers, marketers, and anyone who is looking for a simpler way to understand how to use gamification in their projects. This book explains how gamification, specifically enterprise gamification, can help managers in multiple areas within an enterprise to improve attrition. Employee Engagement is an important component to foster employee relations with the organization. Gamification by its inherent design helps to increase engagement within an enterprise. Several successful case studies in Gamification are presented, which present new practical tips for Gamification for IT Management. By introducing general IT management concepts related to the specific environment managers work in, the authors then detail the benefits of introducing gamification in this very environment to resolve business issues. IT Managers, as well as HR professionals, Group Heads and Delivery Leaders will find this be a useful resource to understand how Gamification can improve their everyday work. The book can also be used as a reference for engaging learners and employees to improve their productivity in organizations.

Vergeet alles wat je weet over hoe je mensen moet motiveren, het zit anders in elkaar dan je dacht. Het geheim van goed presteren, plezier en zin in je leven en werk is de intrinsieke motivatie. Dat is je diepe wens om je eigen leven te bepalen, nieuwe dingen te leren en te creëren en bij te dragen aan zinvolle zaken. Daniel Pink toont aan dat de geaccepteerde wijsheid over mensen motiveren niet strookt met hoe wij thuis en op het werk elke dag te werk gaan. De oude manier van belonen en straffen werkt voor de meeste taken niet meer. Kijk maar naar de bonuscultuur bij bedrijven: een slecht middel voor een goed doel. Het gevolg van verkeerde beloning is dat we slechte
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kwaliteit leveren en uiteindelijk minder betrokken raken bij wat we doen. 'Een van de goeroes van morgen' Management Team Over Een compleet nieuw brein: Dit boek is een wonder. Volstrekt origineel en diepgravend Tom Peters, auteur van Excellente ondernemingen Dit is een van die zeldzame boeken die een omslagpunt markeren, een boek dat je wilt lezen voordat iemand anders het leest Seth Godin, auteur van Purple Cow Daniel Pink schrijft over technologie en het zakenleven Dit is een van die zeldzame boeken die een omslagpunt markeren, een boek dat je wilt lezen voordat iemand anders het leest Seth Godin, auteur van Purple Cow Daniel Pink schrijft over technologie en het zakenleven in onder meer The New York Times, Fast Company en Wired. Hij schreef ook de succesvolle boeken Een compleet nieuw brein en De avonturen van Johnny Bunko: de eerste carrieregids in stripvorm. Daniel Pink is een prachtige combinatie van Seth Godin en Malcolm Gladwell Short and Sweet Motivate your class through game n°1 Gamification in English Teaching and Learning The Gamification of Learning in Virtual Worlds Impacts of Gamification on Learning and Engagement in the Context of Learning Data Analytics Gamification, Byte-Size Learning, and Other Wins on the Way to Productive Human Resources Evaluation and Credentialing in Digital Music Communities Beyond Points, Badges, and Leaderboards ECGBL 2018 12th European Conference on Game-Based Learning Breakthroughs in Research and Practice Gamification in Education and Business Enjoy Learning Like Gaming "Learning professionals are finding success applying game-based sensibilities to the development of instruction. This is the first book to show how to design online instruction that leverages the best elements of online games to increase learning, retention, and application. It explains how to match different game strategies to types of learning content for the right learning outcome and discusses how gamification techniques can be used in a variety of settings to improve learning, retention and application of knowledge. Supported by peer-reviewed studies and examples from corporations who have adopted game-based learning successfully, the book illustrates how combining instructional design thinking with game concepts can create engaged and interactive learning experiences across a variety of media, from online to face-to-face"--

This book is dedicated to applied gamification in the areas of education and business, while also covering pitfalls to avoid and guidelines needed to successfully implement for a project. Using different theoretical backgrounds from various areas including behavioral economics, game theory, and complex adaptive systems, the contributors aim to help readers avoid common problems and difficulties that they could face with poor implementation. The book’s contributors are scholars and academics from the many areas where the key theory of gamification typically comes from. Ultimately, the book’s goal is to help bring together the theories from these different disciplines to the field of practice in education and business. The book is divided into four parts: Theory, Education, Business, and Use Cases. Part I provides a foundation on the theory of gamification and offers
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insight into some of the outstanding questions that have yet to be addressed. In Part II, the application and value that gamification can bring within the education sector is examined. The book then changes focus in Part III to spotlight the use of gamification within business environments. The topics also cover educational aspects like improved learning outcomes, motivation, and learning retention at the workplace. Finally Part IV concentrates on the applications and use of gamification through a series of case studies and key elements that are used in real situations to drive real results.

Gamification is an underutilized element in instructional design, but it's crucial to engaging today's learners and enabling content mastery. In this course, professor, instructional game designer, and author Karl Kapp lays the foundations of the theory, provides examples of gamification in three real-world learning scenarios, and breaks down the dynamics of gamification (aka what makes games fun!): escape, collection, discovery, pattern recognition, and other risk/reward activities. Plus, learn to put the different elements of gamification—from setting goals to providing multidimensional feedback and leveling up—to work for your classroom. If you don't have experience gaming, don't worry. Professor Kapp focuses on gamification as a design sensibility, making the principles clear to gamers and nongamers alike.

While informative, perhaps even entertaining, the ultimate purpose of this book is to equip Learning and Development professionals with a scientifically valid, practical, applicable process for adding game mechanics to their learning programs in a manner that will be "fun" for their specific learners.

Keywords: Gamification, Gamified Flight Simulator, Military Training, Computer-based learning, Motivation, Octalysis Framework, Gamification Framework, Usability

Learn all about implementing a good gamification design into your products, workplace, and lifestyle Key Features Explore what makes a game fun and engaging Gain insight into the Octalysis Framework and its applications Discover the potential of the Core Drives of gamification through real-world scenarios Book Description Effective gamification is a combination of game design, game dynamics, user experience, and ROI-driving business implementations. This book explores the interplay between these disciplines and captures the core principles that contribute to a good gamification design. The book starts with an overview of the Octalysis Framework and the 8 Core Drives that can be used to build strategies around the various systems that make games engaging. As the book progresses, each chapter delves deep into a Core Drive, explaining its design and how it should be used. Finally, to apply all the concepts and techniques that you learn throughout, the book contains a brief showcase of using the Octalysis Framework to design a project experience from scratch. After reading this book, you’ll have the knowledge and skills to enable the widespread adoption of good gamification and human-focused design in all types of industries. What you will learn Discover ways to use gamification techniques in real-world situations Design fun, engaging, and rewarding experiences with Octalysis Understand what gamification means and how to categorize it Leverage the power of different Core Drives in your applications Explore how Left Brain and Right Brain Core Drives differ in motivation and design methodologies Examine the fascinating intricacies of White Hat and Black Hat Core Drives Who this book is for Anyone who wants to implement gamification principles and techniques into their products, workplace, and lifestyle will find this book useful.

Use game elements in Moodle courses to build learner resilience and motivation About
This book formulates a Moodle course that acts as a flexible framework ready for your own content. Keep learners engrossed and create opportunities for motivation through the concepts of status, access, and power. A resourceful guide to innovative learning using automatic reports, assessments, and conditional release of activities. Who this book is for: This book has been designed for teachers who use technology to create more engaging learning experiences for both online learning and in face-to-face sessions. This book will especially appeal to people who are interested in the underlying mechanics of play and games and want to know more about applying these concepts in an educational context. It is assumed that you are a teacher and expert in your field, have basic computer skills, and have access to the Internet. What you will learn: Set up a scoring system using Moodle Gradebook. Enable communication and collaboration in your class as a Learning Community using forums. Assess your learners' abilities by setting up challenges and quests. Configure gateways to check and ensure progress before new content or activities are released. Create Moodle assignments to provide effective feedback through a comment bank and custom scale. Issue Open Badges to recognize achievements and set up an online backpack to share digital badges. Reduce anxiety for learners by using the game-like concept of “Levelling Up.” In detail: This book describes how teachers can use Gamification design within the Moodle Learning Management System. Game elements can be included in course design by using, badges, rubrics, custom grading scales, forums, and conditional activities. Moodle courses do not have to be solo-learning experiences that replicate Distance Education models. The Gamification design process starts by profiling players and creating levels of achievement towards meeting learning outcomes. Each task is defined, valued, and sequenced. Motivation loops are devised to keep the momentum going. In a gaming studio, this approach would require a team of specialists with a large budget and time frames. Preparing for a class rarely has these optimal conditions. The approach used in this book is to introduce game elements into the course design gradually. First, apply gamification to just one lesson and then build up to gamifying a series of lessons over a term. Each example will indicate the difficulty level and time investment. Try it out to see what is most effective with your learners and choose wisely in your use of technology. By the end of this book, you will be able to create Moodle courses that incorporate choice, communication, challenge, and creativity. Style and approach: An easy-to-follow guide full of screenshots and step-by-step instructions with estimated time frames required to accomplish numerous tasks. Tips are offered for new Moodlers and plugin extensions are suggested for advanced Moodlers. The focus of the book is on why you would want to use each activity rather than detailed technical descriptions.

A Critical Stance
A Purposeful Application of Game Mechanics to Learning Experiences
Game-based Methods and Strategies for Training and Education
Gamification of Learning
Gamification for Business
The Quest to Gamify Your Lessons and Engage Your Students
Gamification in Education: Breakthroughs in Research and Practice
de kracht van beleving
Gamification of a course session to boost the motivation of your learners!
Gamification Mindset
The Gamification of Learning and Instruction
Building Interactive, Fun, and Effective Learning Programs for Any Company

Gamification of a course session to boost the motivation of your learners! Are you a teacher or trainer and feel the need to put in place an alternative pedagogy to make your learners succeed? Would you like to know how to set up the gamification of an educational session? This little guide will help you! Discover a simple, step-by-step approach with screenshots. We have more than a decade of experience in initial and continuing education of adults and young people. We want to share with you our useful knowledge, our tips to help you easily create a dynamic and playful learning environment. You will discover simple educational sessions, ideas, and methods that will simplify your life and allow you to work collaboratively and effectively in class and motivate your learners. What are you going to find in this practical and useful guide “Motivating your class through play n°1”? - 5 detailed sections - Definition and pedagogical objectives of gamification - Educational lexicon - The games that work - Preparation and progress of a gamified session - Useful and easily realizable information - A simple and systematic method

So, are you ready to implement ludification in your classroom? OK, let’s go! Kind regards, Cristina & Olivier Rebiere

Instead of thinking about education as the mastery of a body of knowledge where the subject matter becomes the focus of our attention, The Gamification of Higher Education encourages us to think of it as a process that draws out the best in individuals and prepares them for happy, productive, and successful lives.

Explore effective learning programs with the father of e-learning Michael Allen’s Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition presents best practices for building interactive, fun, and effective online learning programs. This engaging text offers insight regarding what makes great e-learning, particularly from the perspectives of motivation and interactivity, and features history lessons that assist you in avoiding common pitfalls and guide you in the direction of e-learning success. This updated edition also considers changes in technology and tools that facilitate the implementation of the strategies, guidelines, and techniques it presents. E-learning has experienced a surge in popularity over the past ten years, with education professionals around the world leveraging technology to facilitate instruction. From hybrid courses that integrate technology into traditional classroom instruction to full online courses that are conducted solely on the internet, a range of e-learning models is available. The key to creating a successful e-learning program lies in understanding how to use the tools at your disposal to create an interactive, engaging, and effective learning experience. Gain a new perspective on e-learning, and how technology can facilitate education. Explore updated content, including coverage regarding learner interface, gamification, mobile learning, and individualization. Discuss the experiences of others via targeted case studies, which cover good and not so good e-learning projects. Understand key concepts through new examples that reinforce essential ideas and demonstrate their practical application. Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition is an essential resource if you are studying for the e-Learning Instructional Design Certificate Program.

In this chapter, we discuss the importance of smart i-campus in educational institutes and gamification-based learning to be an integral part of the Internet of Thing (IoT) enabled the smart campus to explain its significance in terms using modern technology in teaching and learning. This research study related to two dimensions different fields, one perspective on fully engaged and enthusiastic learners from gamification part and another perspective on enhanced technology accessibility for the dream i-campus will pretend to be realistic in the near future. A nalytical study of smart campus architecture with all features includes classroom laboratories... et cetera. And the gamification significance in terms of knowledge transfer, assessments, microlearning, competition among learners, to engage maximum level, rewards
The Gamification of Learning and Instruction: Game-based Methods and Strategies provides a user-friendly introduction to the subject. Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press.
This book explores the theoretical foundations of gamification in learning and education. It has become increasingly difficult to engage and motivate students. Gamification not only makes learning interesting, but also allows game players to solve problems and learn lessons through repeated attempts and failures. This "positive failure" can motivate students to attempt a difficult mission. Chapters in this volume cover topics such as the definition and characteristics of gamification, gamification in learning and education, theories, research on gamification, framework, strategy, and cases.

Literacy is at the heart of education -- and what better way to teach this important subject than through the motivational techniques built into gamification? With Gamify Literacy, teacher Michele Haiken brings together top educators and gaming professionals to share gamification strategies, demonstrating how teachers can use gaming tools and activities to improve literacy and content learning. This friendly, accessible guide provides classroom educators and tech coaches with tips and inspiration on how to apply gaming techniques to improve literacy and deepen student collaboration and critical thinking. This book includes:

- Tips for implementing gaming techniques to engage and motivate students.
- Fun and engaging design to complement a game-based approach to learning.
- Examples that can easily be modified for different grade levels.

The applications of gamification and the contexts in which game elements can be successfully incorporated have grown significantly over the years. They now include the fields of health, education, work, the media and many others. However, the human and social sciences still neglect the analysis and critique of gamification. Research conducted in this area tends to focus on game objects and not gamification's logic as its ideological dimension. Considering that the game, as a model and a reference, laden with social value, deserves to be questioned beyond its objects, The Gamification of Society gathers together texts, observations and criticisms that question the influence that games and their mechanics have on wider society. The empirical research presented in
this book (examining designers' practices, early childhood, political action, the quantified self, etc.) also probes several different national contexts—those of Norway, Belgium, the United States and France, among others. The Gamification of Learning and Instruction Game-based Methods and Strategies for Training and Education John Wiley & Sons

Games hebben een enorme aantrekkingskracht op jongeren. Maar, wist u dat organisaties die game-elementen in hun businesstrategie gebruiken, ook succesvoller zijn? De reden is eenvoudig: “De mens speelt!”. Gamification heeft de toekomst en speelt een belangrijke rol in de digitale transitie die de wereld op dit moment ondergaat. Met gamification kunnen we dingen leuker maken en daarmee werknemers en de klanten die gebruikmaken van de applicaties enthousiasmeren. Het gedrag van mensen wordt hiermee beïnvloed, ze raken meer betrokken bij een product, worden loyaler, nemen meer informatie tot zich en bovendien zorgt gamification voor meer plezier. Zodra iemand presteert, wordt dit via een beloning duidelijk gemaakt. Maak werk, leuke werk en medewerkers zullen efficiënter en creatiever worden. Verander een saaie, functionele zakelijke website in een plezierige online ervaring, waardoor deze meer opvalt en bezoekers aan zich bindt. Creëer een marketingcampagne met een leuke gegamificeerde twist, zodat deze viral gaat en veel meer impact heeft. Gamificeer een medische behandeling en zorg ervoor dat lastige doelen op de juiste manier beloond worden, zodat de gehele ervaring dragelijkt wordt. Het zijn slechts enkele voorbeelden om door middel van gamification de doelen als organisatie beter te bereiken. In Gamification laat Horst Streck zien hoe de moderne samenleving verandert en hoe je met gamification op die veranderingen kunt inspelen. Welke effecten kan gamification hebben op overheid, organisaties, onderwijs en ICT? Hij laat zien waar goede gamification aan moet voldoen, geeft inspirerende voorbeelden en behandelt de educatieve mogelijkheden van gamification.

Your Microlearning Primer Microlearning. Is it a text message or a video? Does it need to be shorter than five minutes? Do you just “chunk” a longer course into smaller pieces? Find the answers to these and other questions in this concise, comprehensive, and first-of-its-kind resource that will accommodate the most- and least-informed about
microlearning. Gleaning insights from research, theory, and practice, authors Karl M. Kapp and Robyn A. Defelice debunk the myths around microlearning and present their universal definition. In Microlearning: Short and Sweet, they go beyond the hypothetical and offer tips on putting microlearning into action. Recognizing what makes microlearning effective is critical to avoiding costly, wasteful investments in the latest learning trend or newest shiny object. Only by understanding the nuances behind it can you decide what format and style suits your needs. Whether you are creating an individual product or a series of learning solutions, you need to follow a well-designed plan. This book guides readers through how, when, and why to design, develop, implement, and evaluate microlearning. Case studies punctuate what works and what doesn't. User-friendly and highly accessible, this book is a must-have for instructional designers and anyone interested in microlearning.

Why Innovators and Changemakers use Games to break down Silos, Drive Engagement and Build Trust
Gamification in Learning and Education

Gamify Literacy
Level Up Your Classroom
Developing a Game-Based Business Strategy in a Disrupted Marketplace
Exploring Evidence, Challenges and Future Directions
Ideas Into Practice
Gamification with Moodle
Transforming Learning and IT Management through Gamification