What is game-based learning?

"In the Game-based Learning (GBL) model of classroom instruction, students are active and engaged. Well-designed challenges help students collaborate and compete towards a shared goal. The use of technology provides students with individualized and instantaneous feedback, while assisting educators in the complex management of game-based learning environments."

Dr. Larysa Nadolny
www.drnadolny.com/game-based-learning.html

In educational gaming, the ability to capture immediate data about each student’s performance opens the door to entirely new modes of measuring progress and achievement, in ways that reward and reinforce engagement. By engaging learners with a format that they prefer, educational content can be taken to a new level.


The role of games today

Why implement game-based learning?

The game-based learning workflow

1. Design your game
   - Plan your goals, components, and rules, and communicate these to your users
   - Predict where students need incentives to move forward and stay interested
   - Change the interaction / break the mold
   - Give something for “free”
   - Don’t be afraid of users “failing”
   - Score on a grade or quiz item
   - Completion of a survey
   - Completion of a self-assessment
   - Posting in a discussion forum
   - Combine items to create variety
   - Rewards for completing everything

2. Build a game narrative or story
   - Give the students a platform to build on and use their imagination
   - Keep continuity of your story — give users an overall goal to work towards

3. Set achievement criteria
   - Score on a grade or quiz item
   - Completion of a self-assessment
   - Completion of a self-assessment
   - Posting in a discussion forum
   - Combine items to create variety
   - Rewards for completing everything

4. Create incentives and rewards
   - Videos
   - Badges
   - Bonus marks
   - Additional games to play
   - Additional interesting content
   - Access to exclusive discussion

5. Get started!


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