
Gamification: Adding Excitement to the Curriculum

Hogan Preparatory Academy



HOGAN
PREP ACADEMY

History



- The beginning of gamification with technology started around the 1970's and has been around ever since.
 - The earliest game that was used for educational purposes was a computer game made in 1970, called Logo. Logo
 - This educational game had both mathematics and teaching which benefited students' education.
 - In 1981, one of the first studies of math based games and computer games showed that it helped motivate and encourage the children in trying harder in the learning math.
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Evolution of Gaming

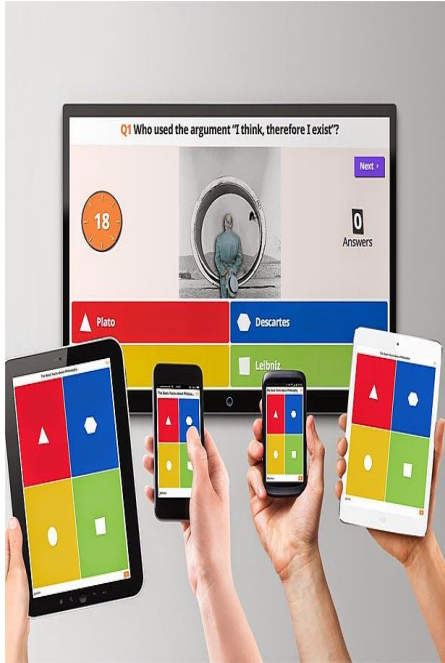
Gaming has evolved tremendously over the last few decades.

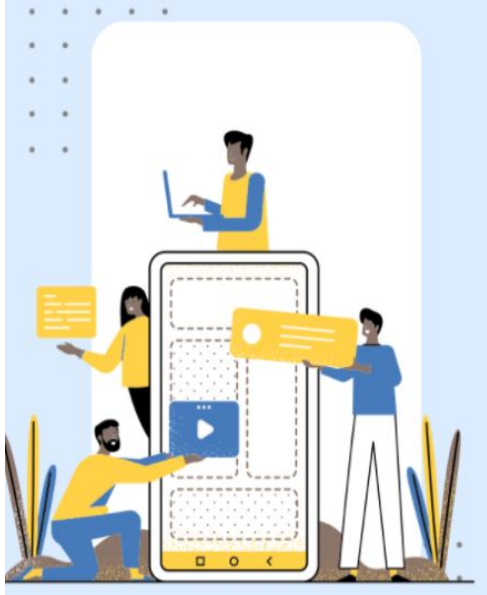
The future of gaming can include virtual reality, augmented reality, and other technologically enhanced games.



Examples of Games Currently Used in the Classroom

- Kahoot
- Quizlet
- Quiziz
- Gimkit





Relevance

Students: Gaming helps students not only learn, but also motivates them to try and it gets them excited about school to do something that their not used to.

Teachers: Gamification helps the teacher understand were the students are academically and lets the teacher know a bit more about their students' learning styles.

Families: This helps families/parents a lot because their child will have something to talk about with their parents and as kids get older they tend to become closed off from their families. They can also share the game with their families so they could even play it together.

Hogan Prep: This will bring about a competitive academic spirit within the school.

Kansas City Community: This affects Kansas city because it changes how citizens look at gaming in education, and it could inspire Kansas City to look into changing certain things in their educational program.

Relevance to Student



- Student Pride
 - Students will feel like they can do good at their work
 - Benefits of Reward
 - Students start to have appropriate behavior because of reward
 - Gives students a boost of motivation to want to learn
 - Boosted self-esteem
 - Channeling of Anxiety
 - Helps get ready for other stressful situational
 - Collaboration
 - Cooperative classroom games help students become critical thinkers
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Relevance to Teachers and Families



Teachers:

- Helps teachers understand where the students are academically
- Teachers can develop games that appeal to different learning styles



Families:

- Students and parents can bond over school by talking about the game
 - Parents can help students review for a game
 - Quiz your parents to see what they still know
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- Make the school a better place. Creates a more cohesive environment between students.

- Students bring their skills with them as they enter the workforce (collaboration, critical thinking)

Challenges



Challenge: Students not working together or off topic

Cause of Challenge: Distraction, problems between students/social, frustration with not knowing the answer, game is not set up properly

Needs of Challenge: Collaboration, student voice, materials, intrinsic motivation

What happens if Challenge isn't Solved? Students lose motivation for learning, Students may fall further behind

Solutions

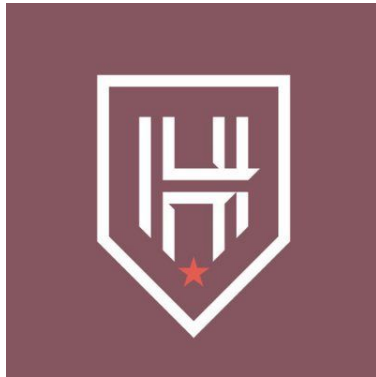


- What is something that can address the needs of the challenge and help solve challenge:
 - Students are grouped based on skill level
 - Build class community at the beginning of the year - Collaboration
 - Students make games with the teacher - Student Voice
 - Assign student roles during the game to help with organization
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Conclusion: Our Thoughts!

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The Importance of Student Voice...
Alysia



Citations

History:

<http://www.immersedgames.com/the-history-of-educational-video-gaming/>

Relevance: Using reward systems to motivate students -
BookWidgets

Solutions:
