

# Gamification Works!

Dr. ir. [Alexandru Iosup](#),  
representing a whole team\*



# Wonderful Advances in Gaming, Last 10 Years:

1. Addressing individual challenges



# Wonderful Advances in Gaming, Last 10 Years:

## 2. Addressing social challenges



# What Is This Talk About?

**Gamification\* =  
Rich Challenge and Opportunity for Higher Education**

**Gaming is about a variety of worlds and of people**

**Gaming is challenge and reward, tension and catharsis**

**Game universes populated with all levels of skill**

**Game universes populated with all personalities**

# Time to Reflect on Your Student Days

- Thinks about your student days (I will beep)
- Form teams of 2-3

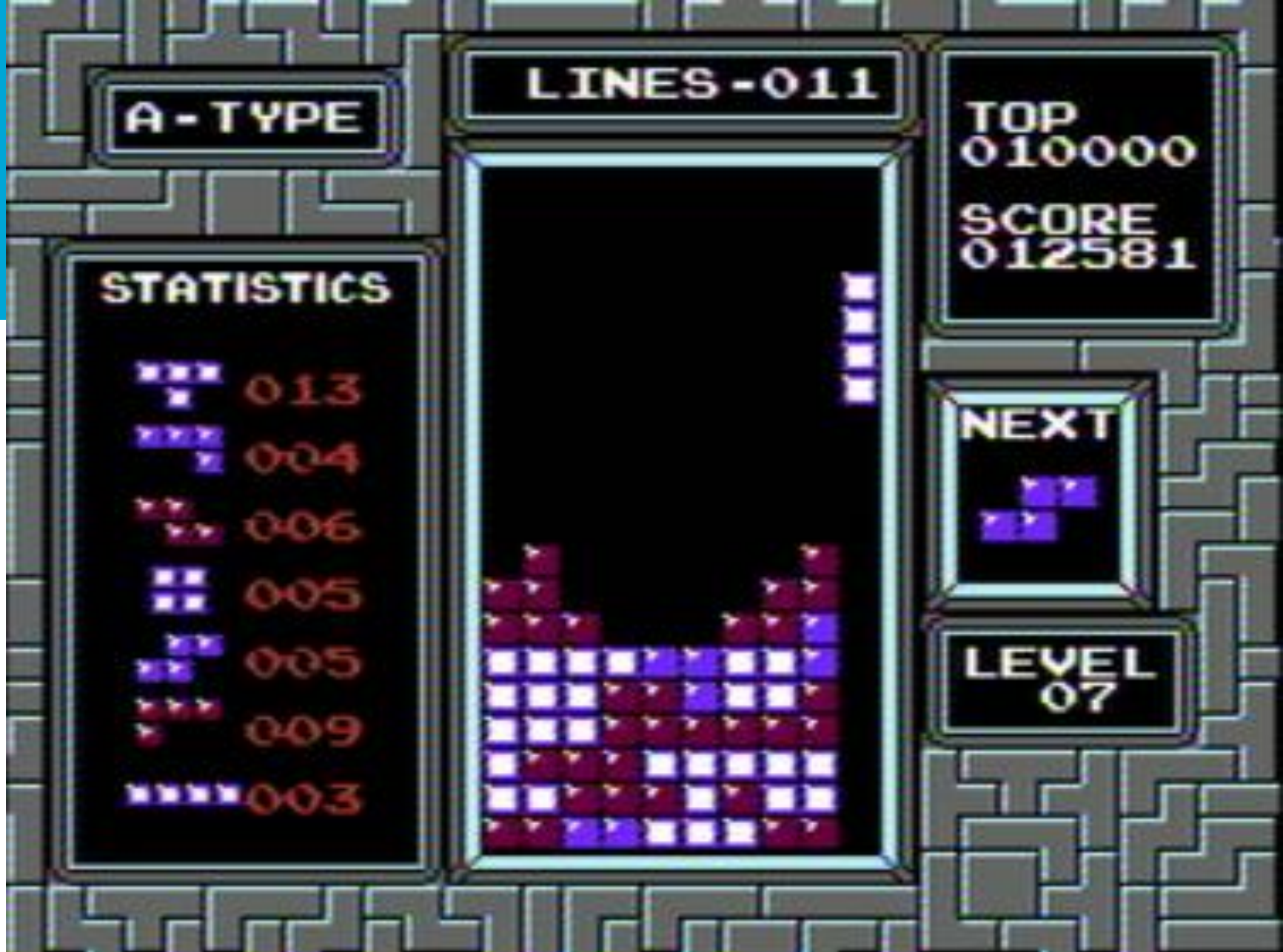
Describe in one word the **professor** you liked the most

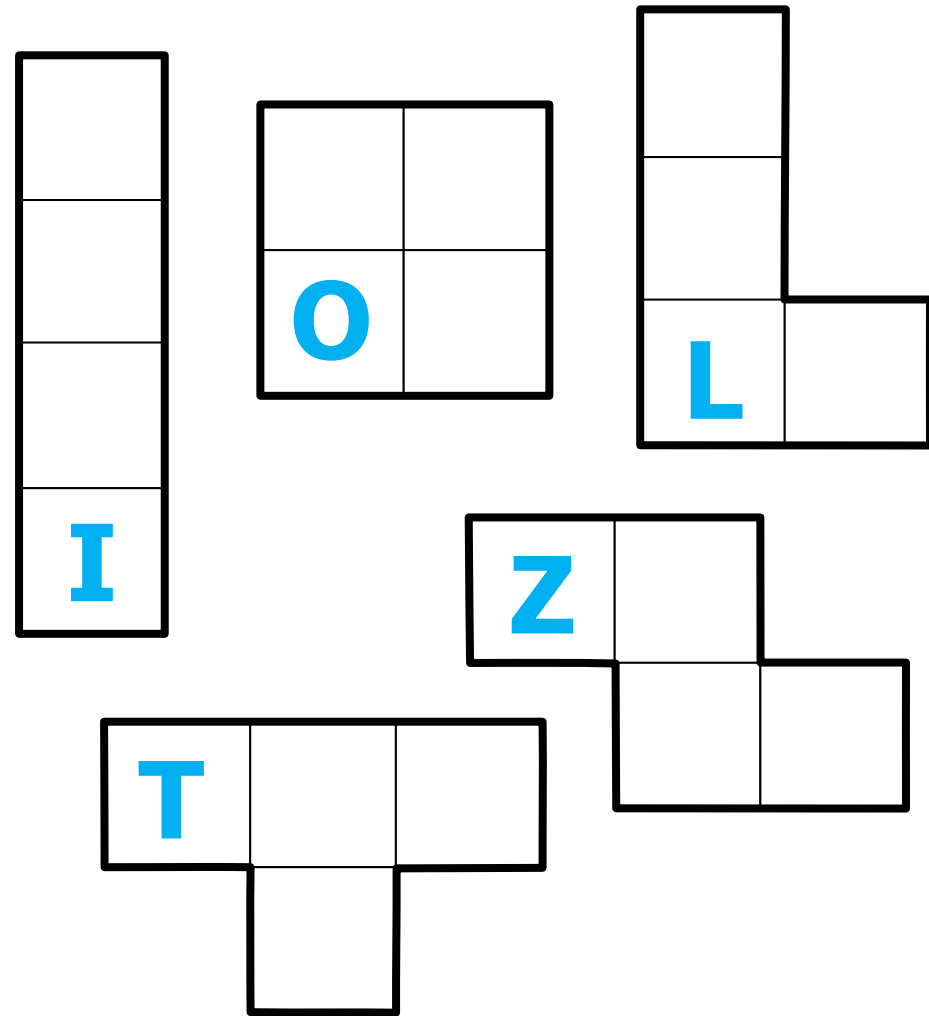
Describe in one word the **game** you liked the most

- Think for 30 seconds about the task (I will beep again)
- Share your words with the team
- Do you have a match? Then share with us

# Do You Know This Person?



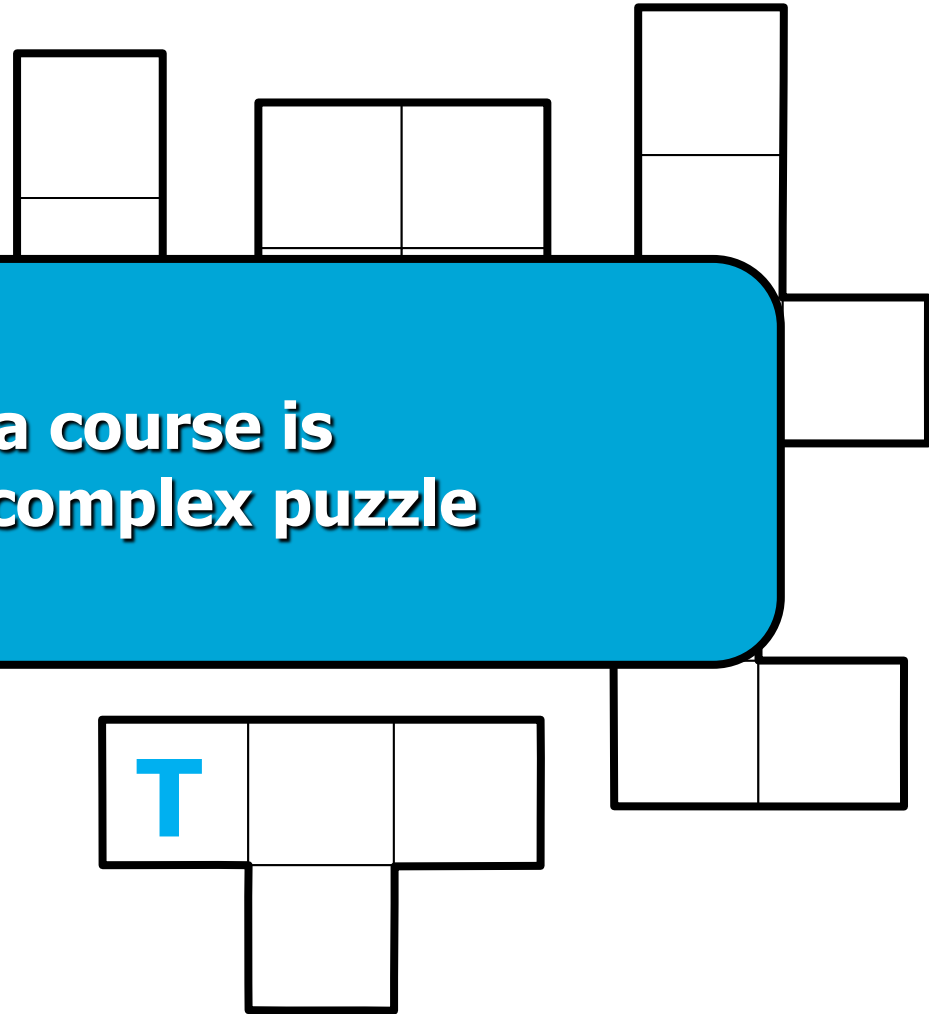
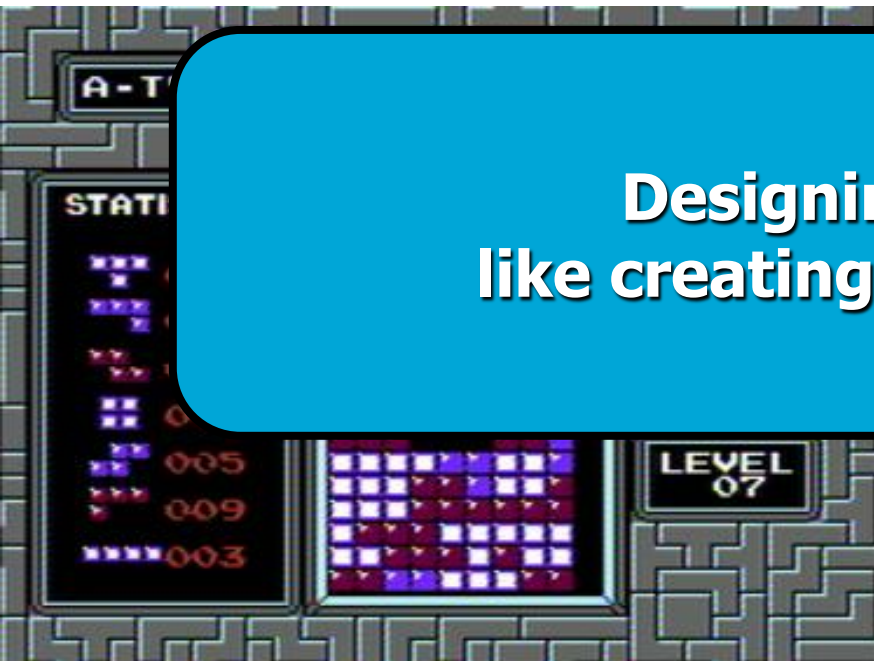




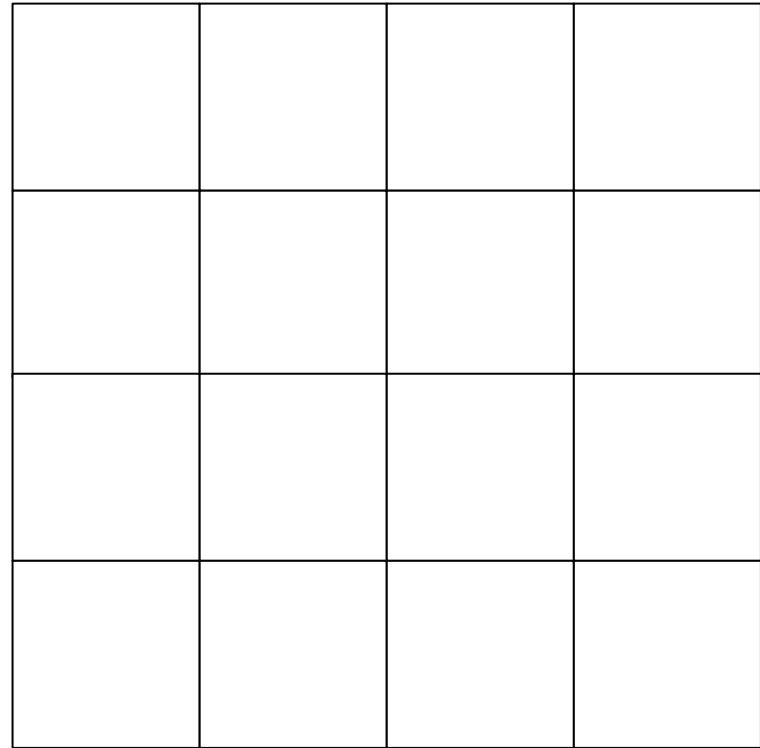
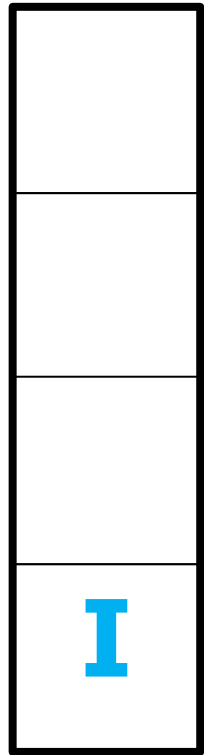




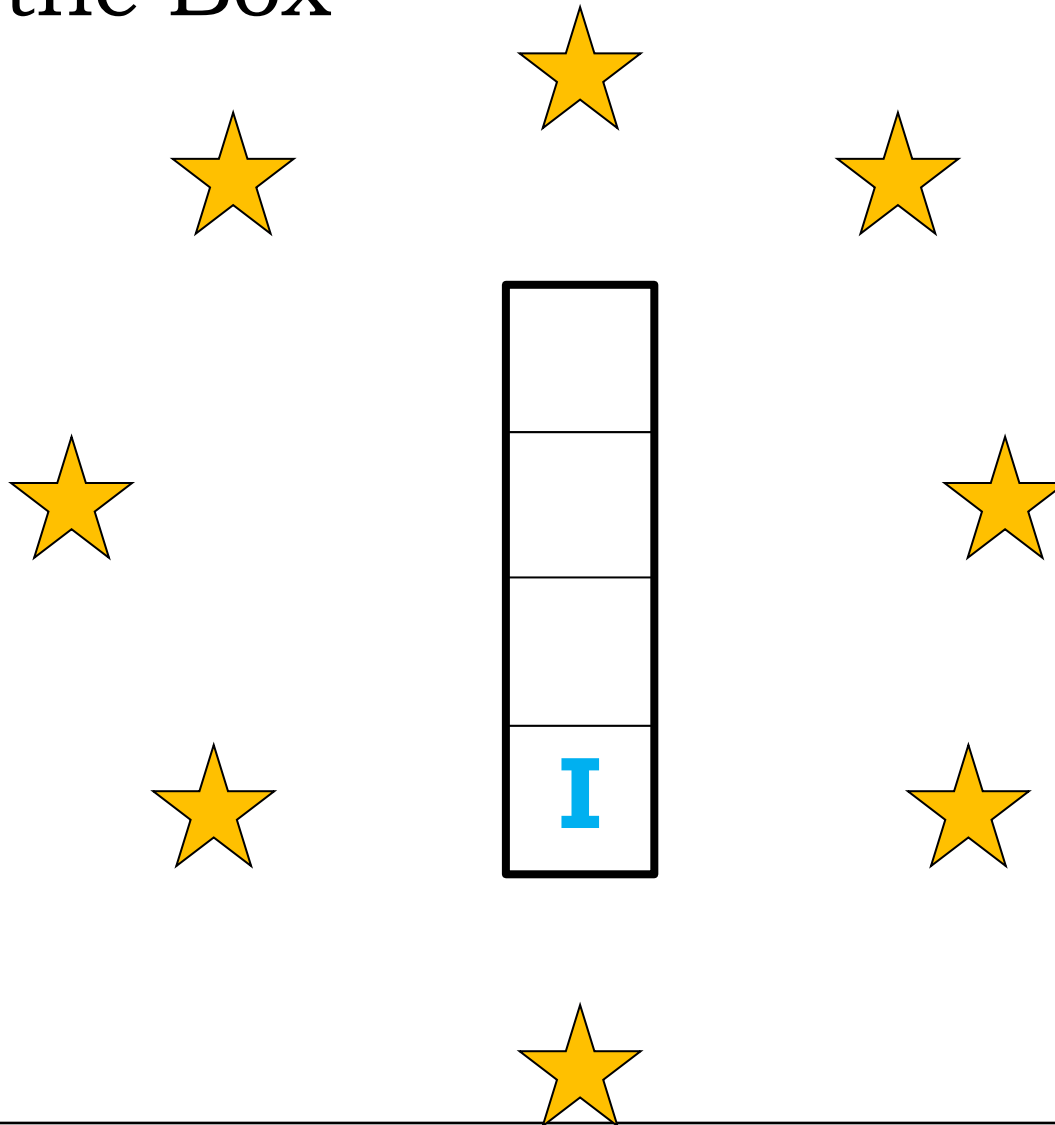
**Designing a course is  
like creating a complex puzzle**



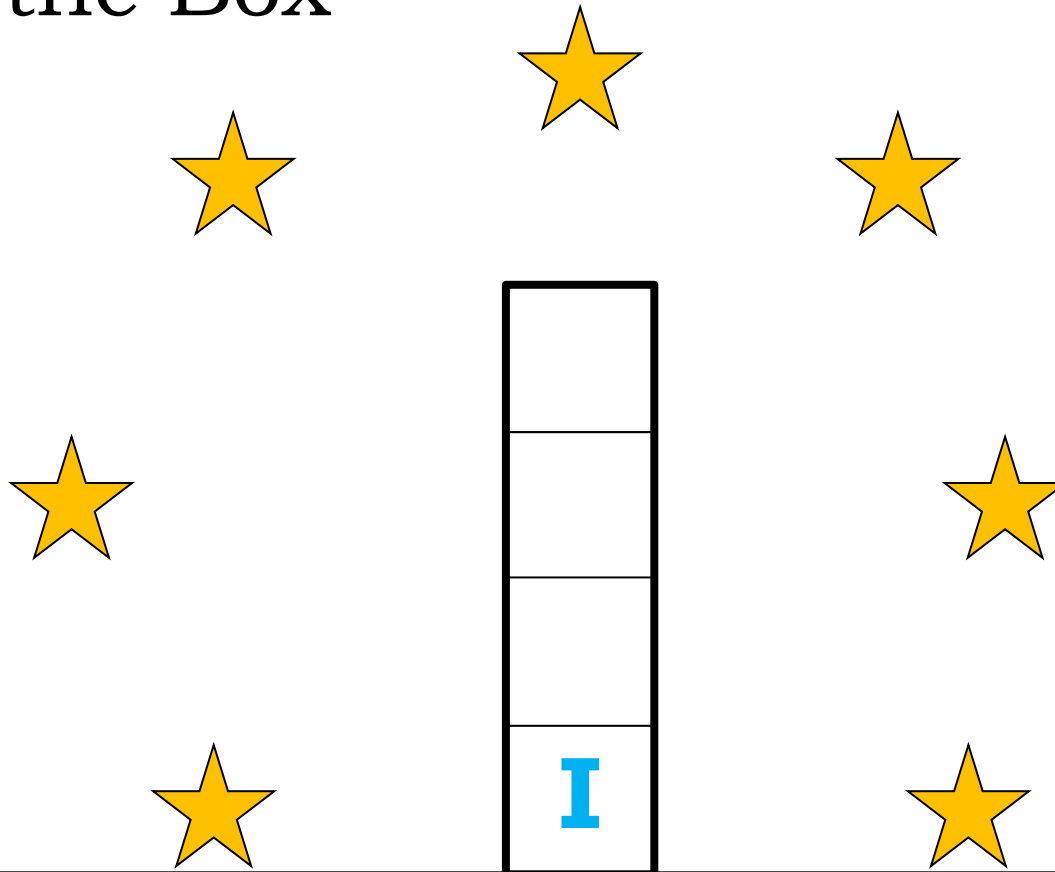
# I in the Box



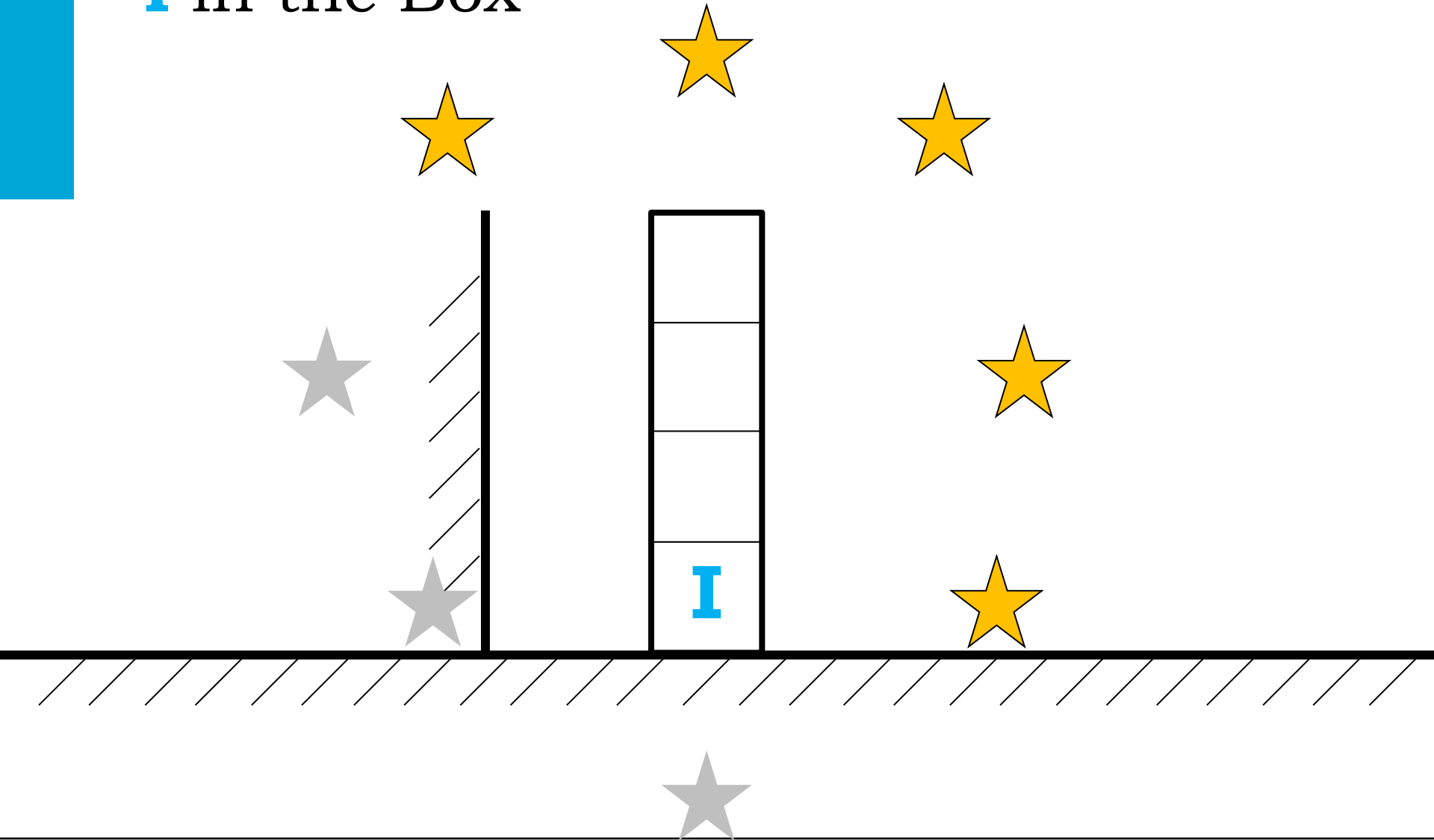
# I in the Box



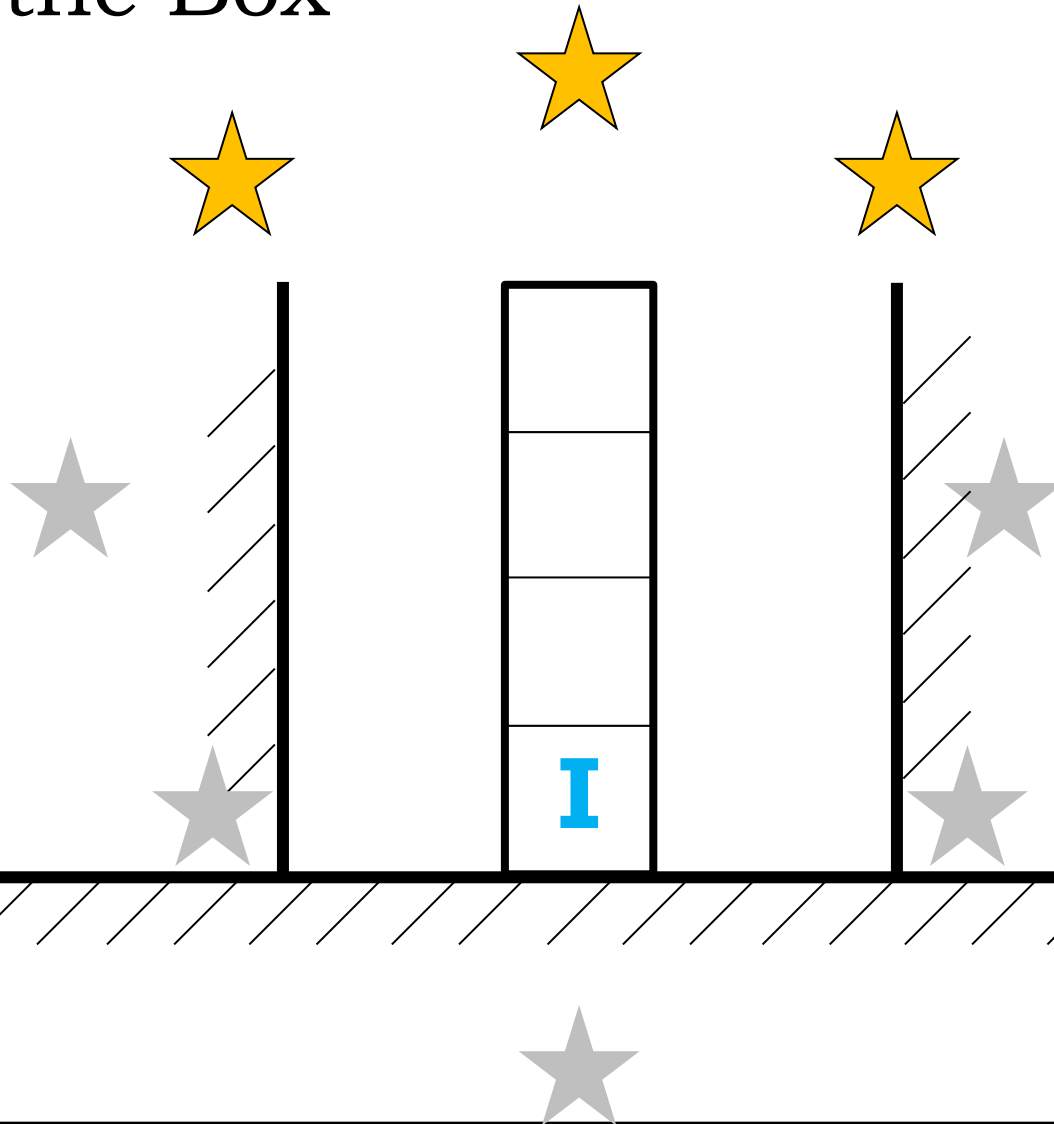
# I in the Box



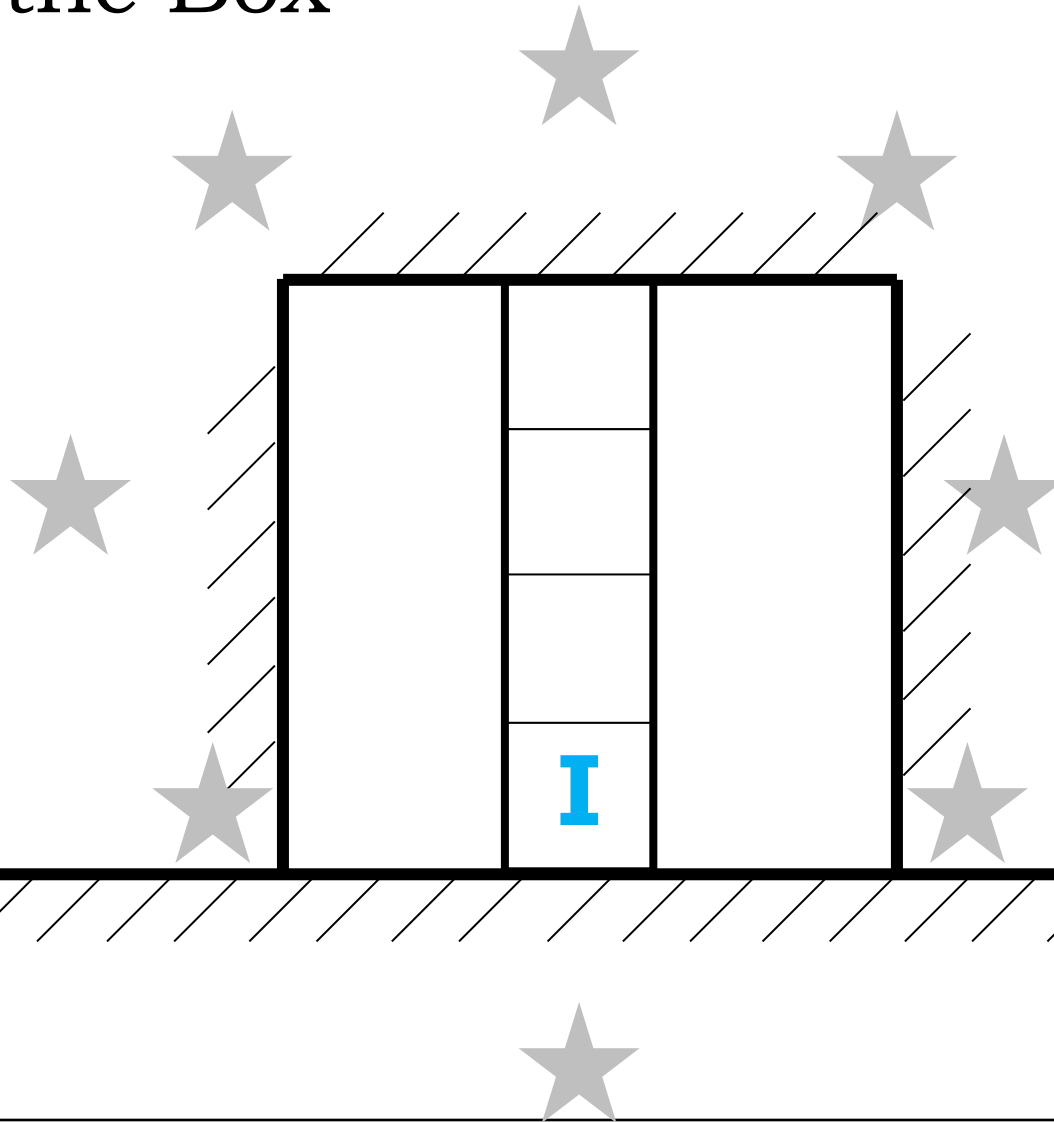
# I in the Box

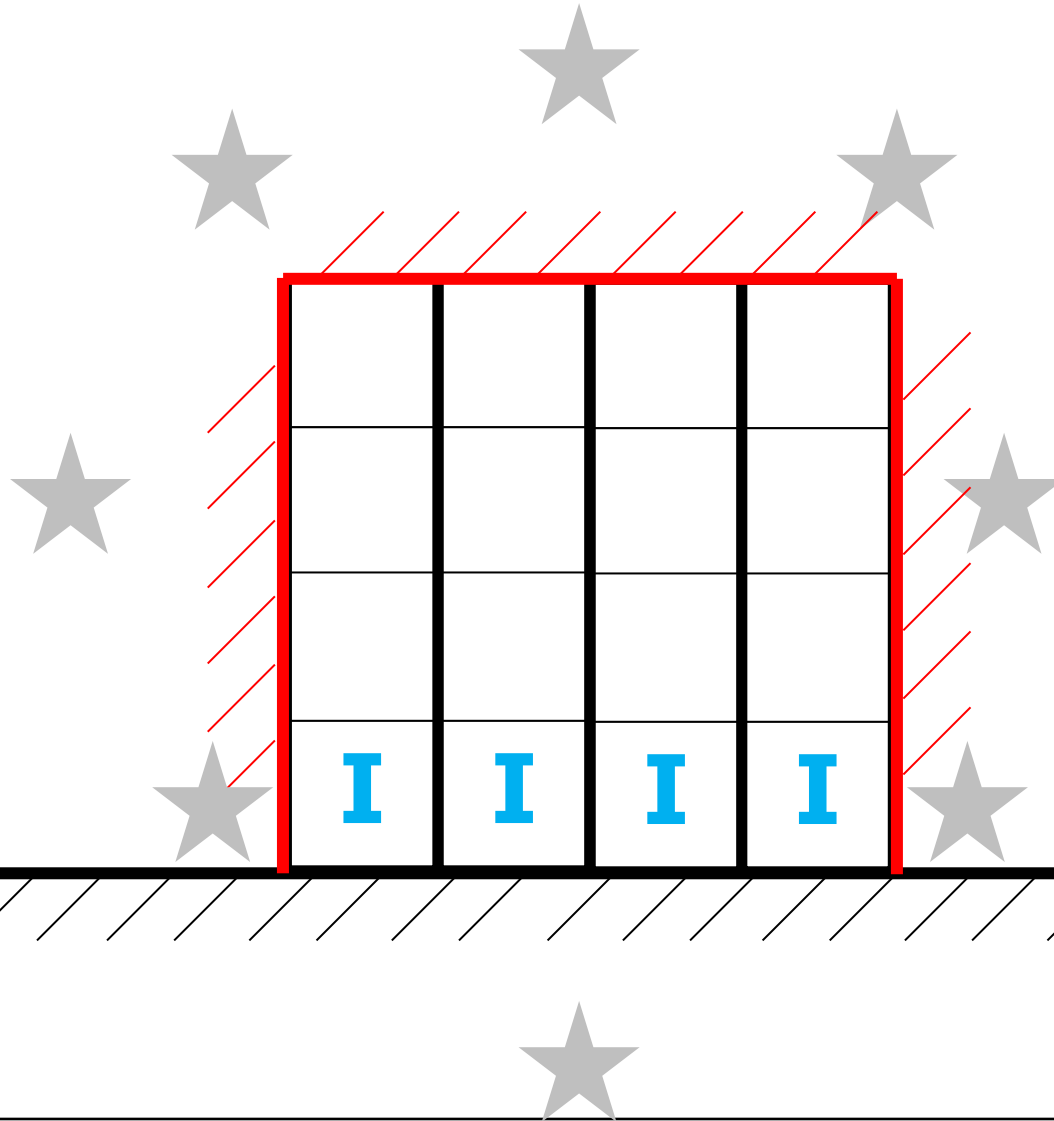


# I in the Box

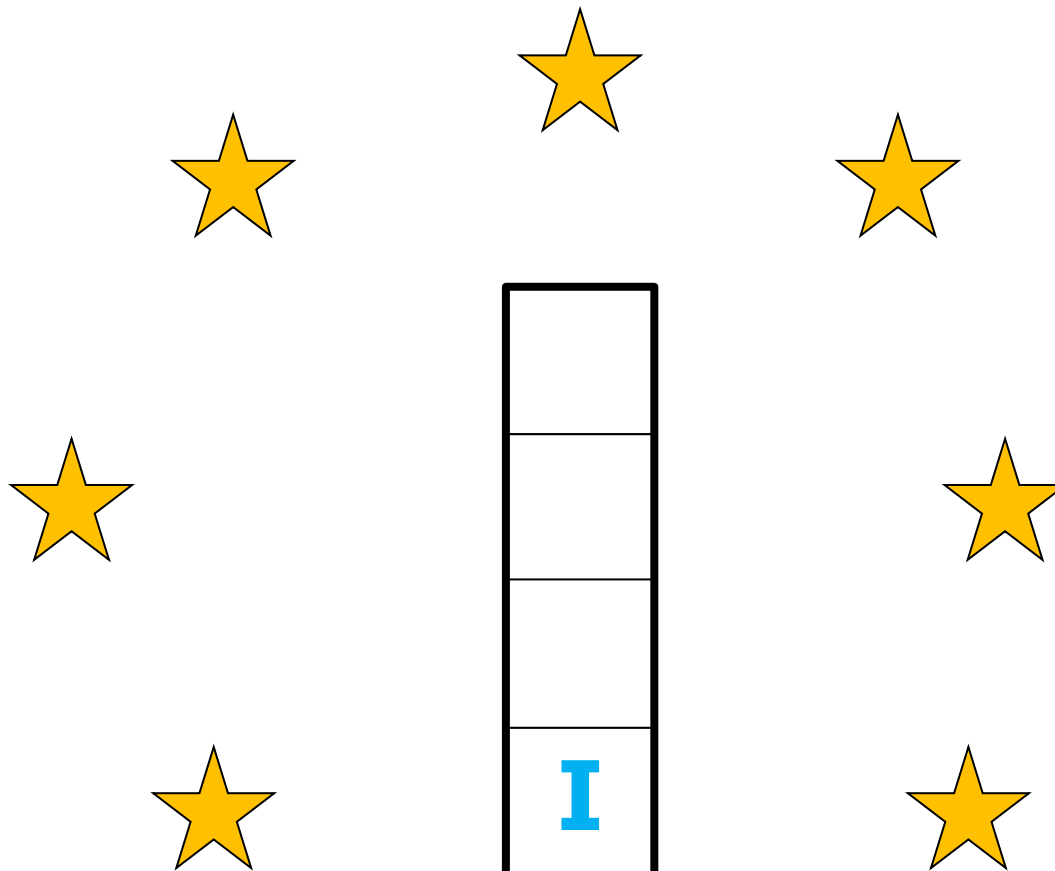


# I in the Box



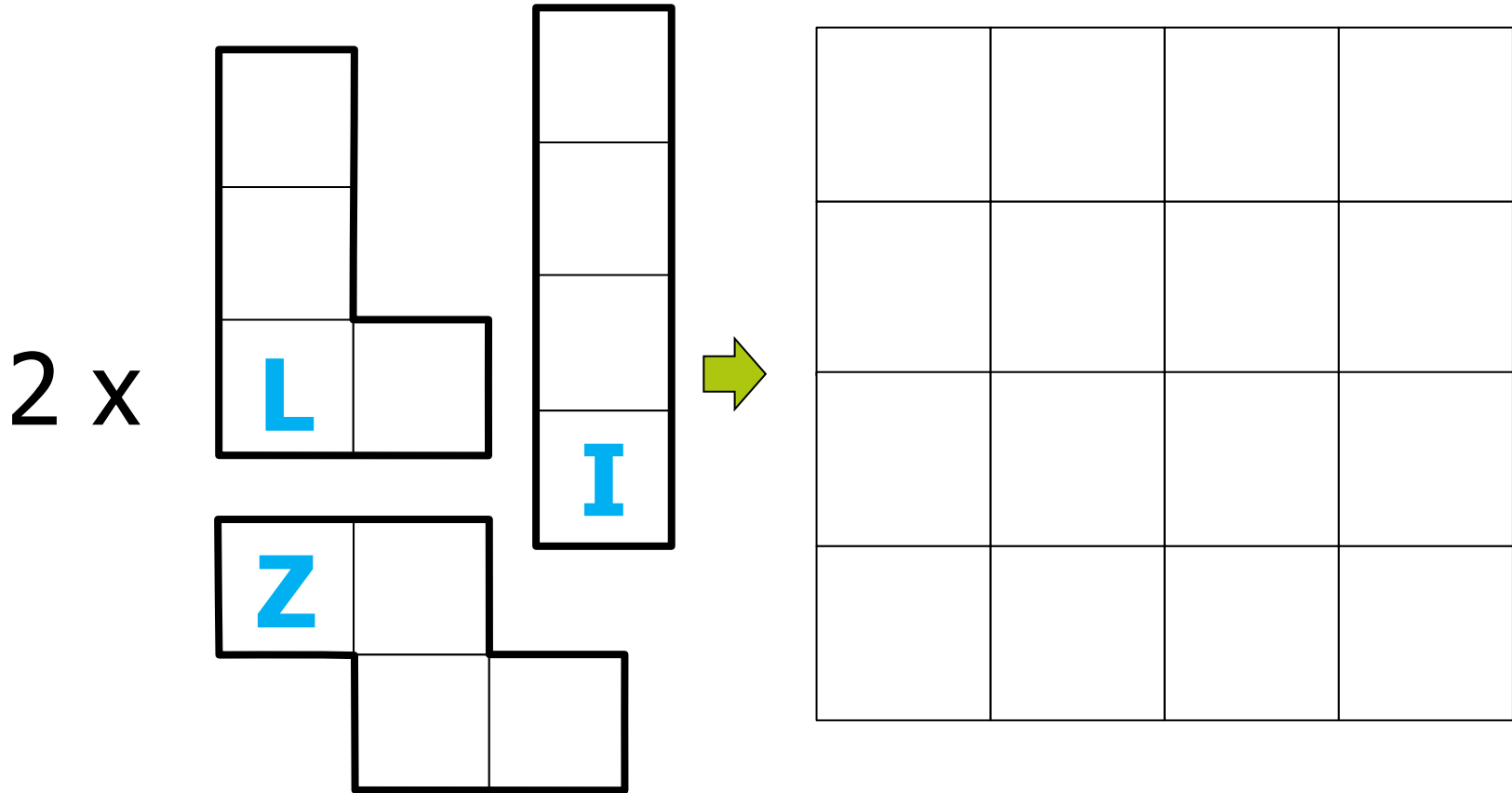








# Content Unlocked!

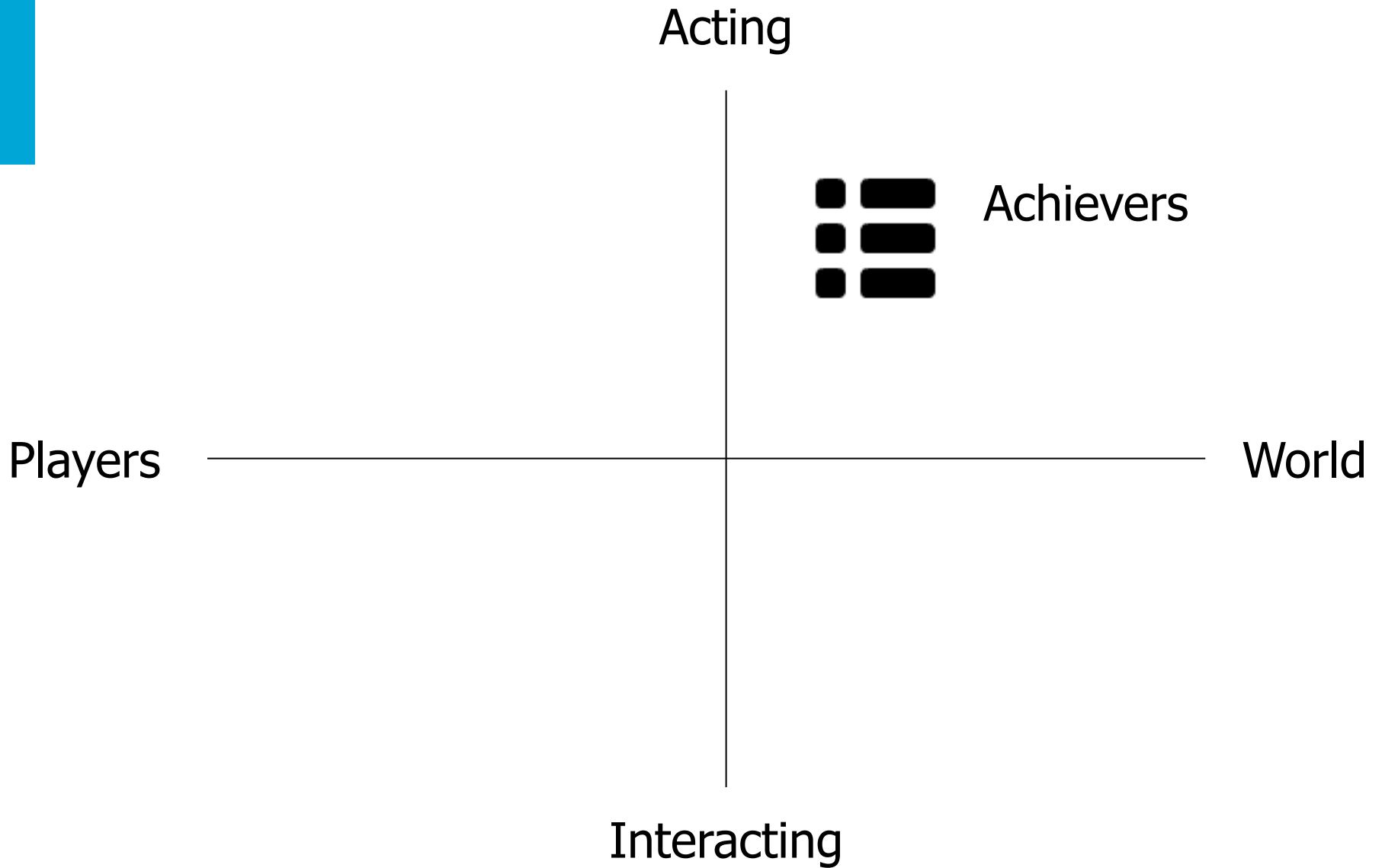


Acting

Players

World

Interacting



Acting

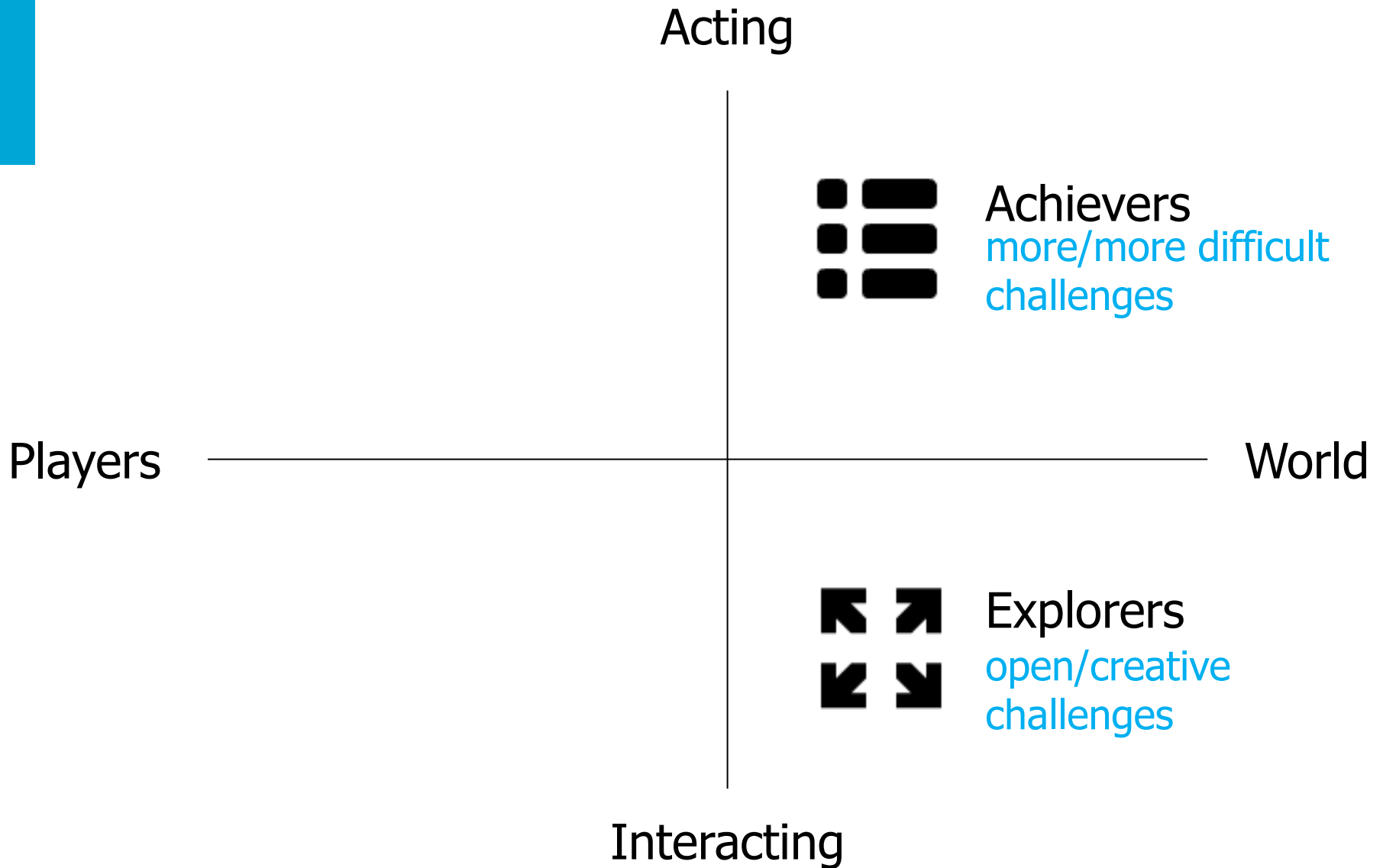


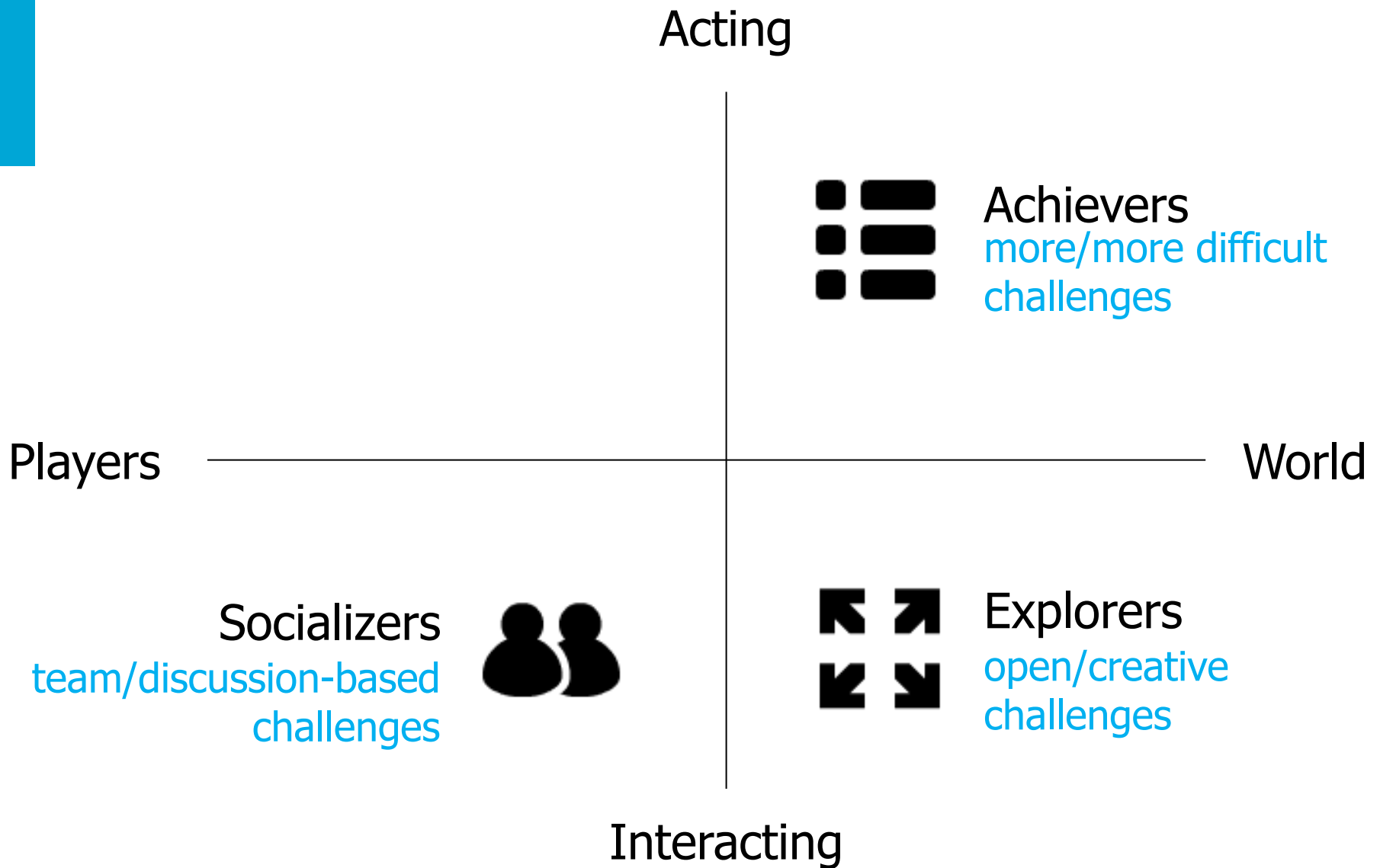
Achievers  
more/more difficult  
challenges

Players

World

Interacting





Acting

Winners  
competitive/single-winner  
challenges



Achievers  
more/more difficult  
challenges

Players

World

Socializers  
team/discussion-based  
challenges



Explorers  
open/creative  
challenges

Interacting



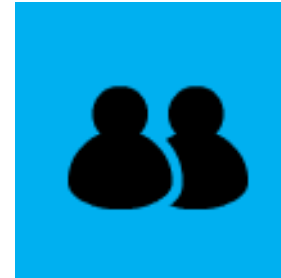
# Assessment That Motivates!

10,000 points for a 10

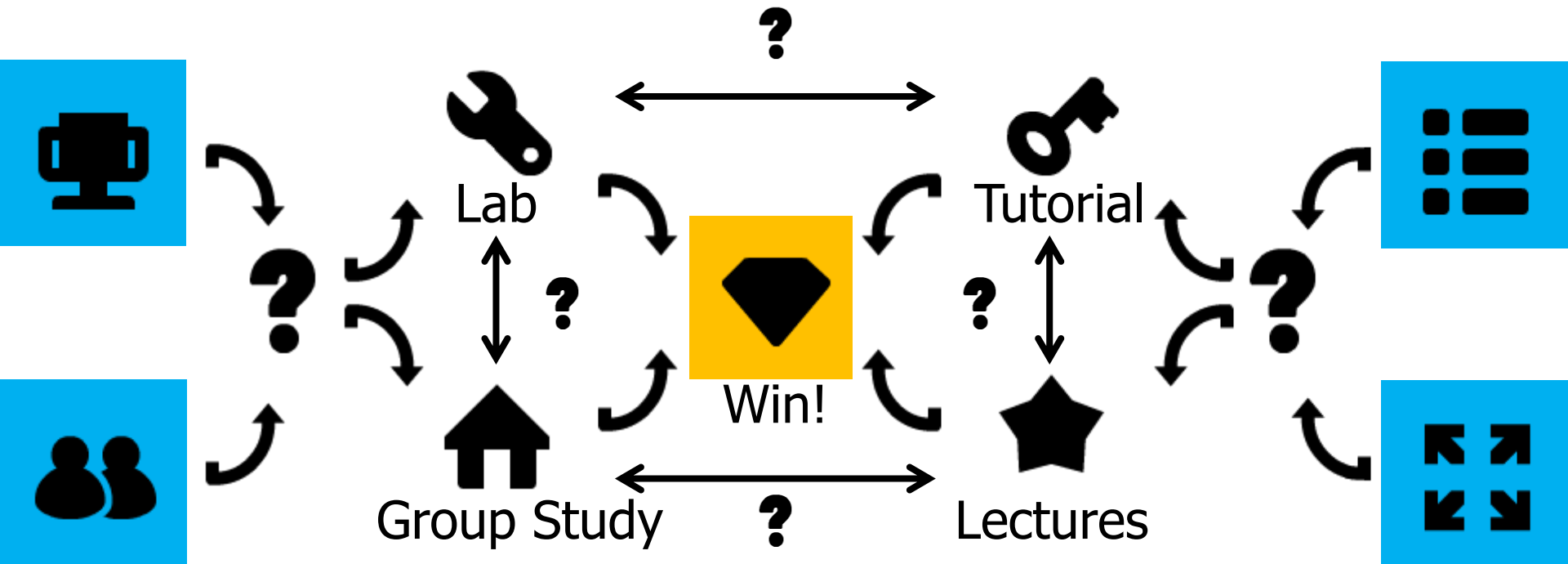
+50 for good activity

+1,000 for most challenging activity

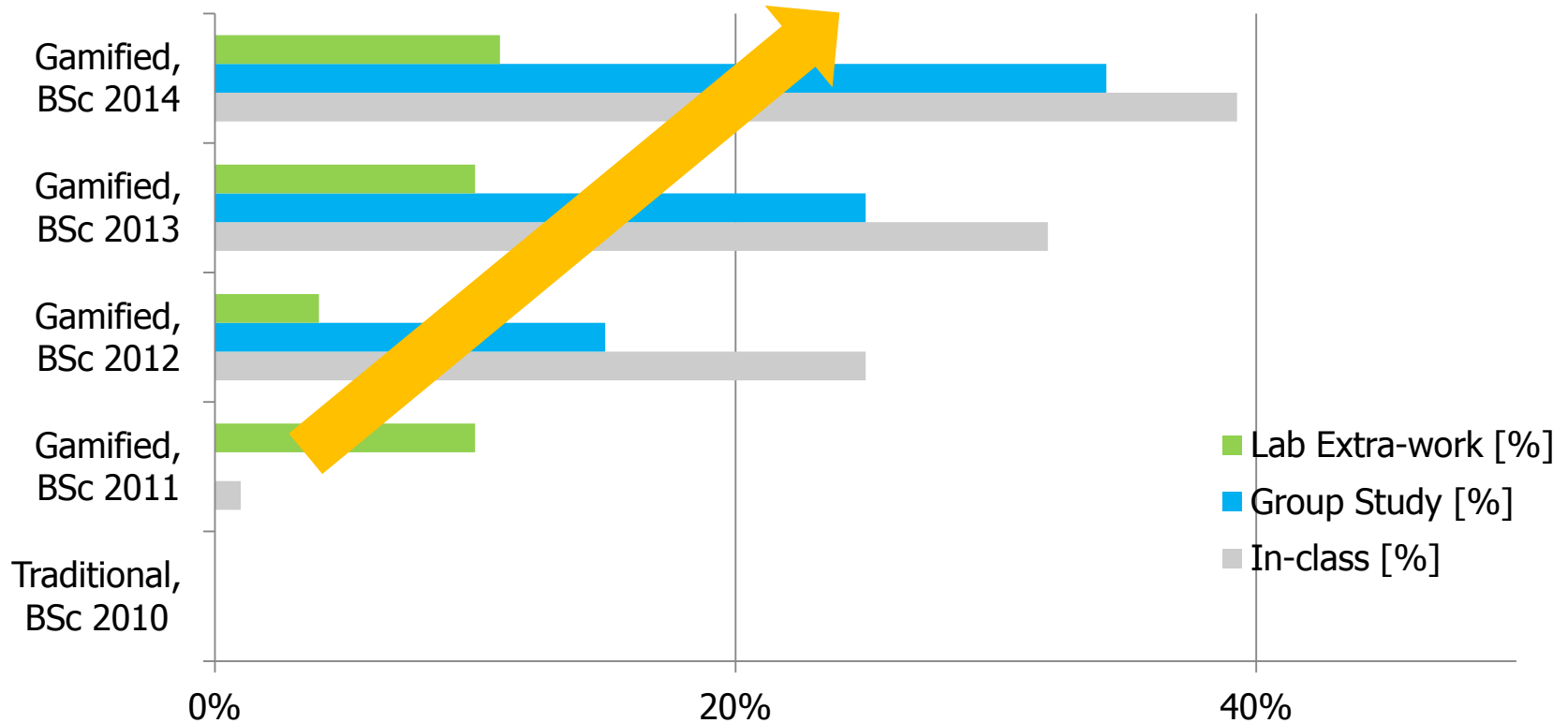
Badges, unlocked content



# Designing a course is like creating a complex puzzle



# Gamification works!



**Extra work due to gamification, relative to traditional [% all students]**

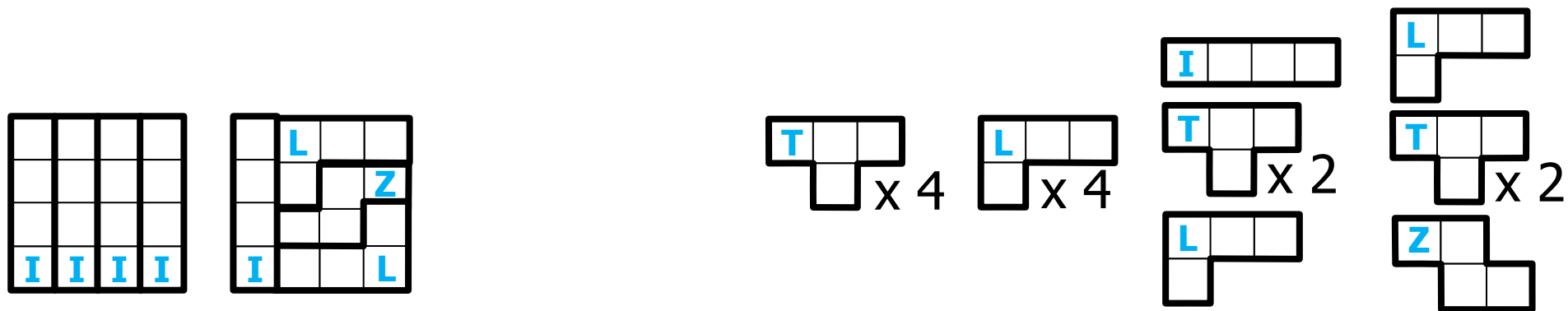
# What Happens When A Student Does Not Like the Course Topic?

“ I want to thank you for showing that even though I'm not that good at written exams, I still can excel at other points in my study. I'd love to have a copy of my badge, as physical reminder of a course that made me eager to learn about things. Even when some of those things will never really have my interest.

This course, and the way it was given, learned me a few things about what motivates me, and only for that reason it was totally worth getting up for every lecture.

”

Designing a course is  
like creating a complex puzzle





**Gamification works!**





## Gamification works!



Lumaxart Trophy Winner

A. Iosup and D. Epema, An Experience Report on Using Gamification in Technical Higher Education, ACM SIGCSE'14. <http://goo.gl/V97zSW>