Gamification: How Gamification Reshapes Learning

Kenny Reeves and Filiz Aktan
Department of Juvenile Justice
Staff Training and Development
What is Gamification?

Application of game elements of gaming to non-game activities to change people’s behavior by driving participation and engagement

The global gamification market will be worth 2.8 billion in 2016
In 2017 more than 70 percent of the Global organizations will have launched at least one gamified application

Turning boring or uninteresting jobs and tasks into something game-like by bringing fun to motivate employees

Gamification can be a powerful strategy when implemented properly, as it can enhance an training program, and achieve learning objectives by influencing the behavior of employees
Why Gamification Works?

Gamification satisfies the three basic psychological needs of people.

- **Autonomy**: regulates freedom of choice
- **Competence**: need to be challenged and satisfaction of progress
- **Relatedness**: desire to be connected to others in cooperation or competition

These three psychological needs is to allow players to enter an optimal state of mind, which is engagement.
Why should you use Gamification?

- Increase retention
- Focus on behavior
- Engage participants
- Encourage people to do better
- Create sense of fun
- Promote critical-thinking skills
- Practice skills
- Provide real life experiences
- Promote problem-solving skills
- Encourage social learning
What are the Game Elements?

- Competition
- Reward
- Challenge
- Fun
- Narrative Context
- Achievement

- Progress
- Feedback
- Ranking/Levels
- Time Pressure
- Repetition
- Interaction
How can we use Gamification in a state Agency?

- Completion of in-service trainings
  - Create a tool to use in the office to get employees more motivated to complete the more mundane tasks that need doing. Even include leaderboards to make it more interactive competition or cooperation.

- Detention officers: Practicing skills
  - Practice search skills and award them with badges and progress through levels of achievement. (Using in a virtual reality world: Second Life)

- Probation officers: Teaching knowledge
  - Using time pressure and challenges, let probation officers complete their forms and documents with fewer or not mistake at all.
    - Example: Proof can be used by probation officers to encourage healthy competition and achieve goals, thanks to the ability to use it alone or with a group of other users.
THANK YOU FOR LISTENING US😊

COMMENTS AND QUESTIONS?

PLEASE SHARE WITH US YOUR THOUGHTS