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“Are We Playing a Game Today?” Classroom Engagement and Assessment Through Gamification

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“Are We Playing a Game Today?”: Classroom Engagement and Assessment Through Gamification

Tracy Hudson and Kendall Lentz
York Technical College
Overall Concepts

› Gaming for Engagement
  ‒ Meeting Students Where They Are
    › What we know about student behavior today

› Gaming for Assessment
  ‒ Getting Instant Assessment Information
    › What we can learn about student knowledge
Gamification Increases Engagement

› By age 21, students will have played over 10,000 hours of video games.


› Games provide interaction and context. They provide direct feedback and consequences. They can be a “surrogate” for actual experiences.

Gamification Provides Instant Assessment

› Student Benefits
  - Students see where they need further study
  - Students can remain anonymous

› Instructor Benefits
  - Instructors determine whether students have grasped key concepts
  - Allows assessment without relying on graded assignments
Popular Classroom Games

› Kahoot—Poll Everywhere
› Candy Land
› Jeopardy
› Bingo
› Sandwich Games
› Lottery Games
Let’s Play!