

Learning and Teaching Showcase #8

Teaching innovation that leads to
student engagement, retention and success.

November 7, 2018

Presentation 3

Games Design and Theory:
Gamifying the online environment.

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School of Science Engineering and Information Technology



Gamifying the Online Environment

ITECH2001

Game Development Fundamentals

- Visual Overhaul
- Gamification
- Custom Videos
- Social Constructivism
- Student Engagement

Presenter:
Leigh Achterbosch



Visual Overhaul

Generic Course Page

School of Science, Engineering and Information Technology
ITECH 3231
Web Based Interactive Instructional Design

Course Info Assessment Content Laboratories

News and Announcements forum
General course discussion

Course Information
This section contains a high level summary of the course: the Course Description and Sample Exam. File 2

Assessment
• Assignments, Marking Criteria and Submission points File: 5 Assignments 2

Custom Course Page

ITECH2001
Game Dev. Fundamentals

Course Info Assessment Content Resources

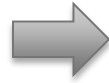
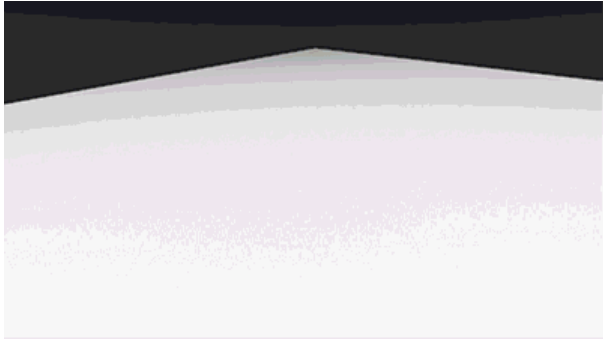
ITECH2001: Game Development Fundamentals

- **News and Announcements Forum**
 - Course news and announcements will be posted here by your lecturer.
 - These will automatically be mailed to your student email. Please check these regularly.
- **General Discussion Forum**
 - Introduce yourself and your gaming interests.
 - Post any questions about the course including lectures, labs and assessments that you have.

News and Announcements forum
General course discussion

Gamification

- Levels instead of Weeks



- Quests to complete





Level 1 Quests

1. **Lecture:** *Course Introduction, Game Perceptions, Elemental Tetrad, & Genres*
2. **Lab:** *GIMP Image Editing, Creating Textures & Pixel Art*
3. **Weekly Quest (assessment):** *Game Genre Preferences*
4. **Fresh Spawn Quiz:** *Game Elemental Tetrad, Game Genres & GIMP*
5. **Level up to Level 2 - "Newbie"!**


Gamification

- Non-Assessable Tasks actually attempted!

 **Fresh Spawn Quiz**

20 minutes

- 👍 Test your knowledge on Level 1 topics
- 👍 To unlock, complete and tick off the Lecture and Lab

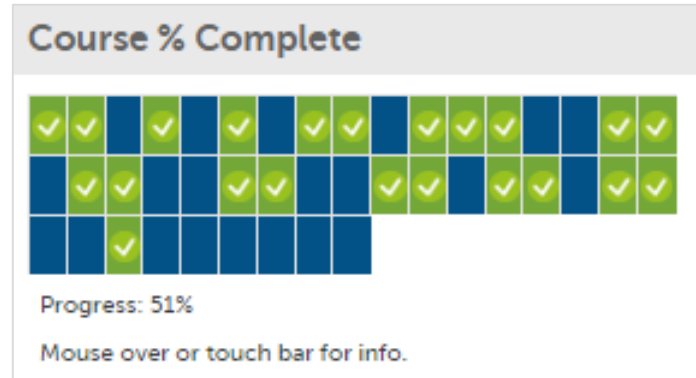
 Quiz 01

Restricted Not available unless:

- The activity **Lecture 01** is marked complete
- The activity **Lab 01** is marked complete

Attempts: 62

- Course Completion



Social Constructivism and Gamification!

Form Teams

- Take one answer sheet per team
- Someone or even two will need to write quickly!

Sample exam questions!

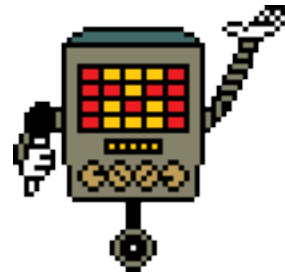
- This is a quick event!
- A whole exam in 30 minutes!
- So in real exam conditions you would have 4 times longer
- Answers revealed later!





Example Question

- What is the purpose of a high concept statement in relation to game design?



[5 marks]

0

5s

10s

15s

30s



Social Constructivism



Weekly Quest 04 (Game Pitch and Peer Feedback) Assessment

by Leigh Achterbosch - Friday, 17 August 2018, 1:04 PM

Dear Students,

Remember: This week requires more effort and is very different from concept and **give a peer some feedback. It is worth 6%.** Be sure to re this task in Assessments section).

Once you have created your game pitch (1:30 - 2 minute video), click

- **TITLE of your game**
- **Your video posted as a Kaltura video** - see the Weekly Quest / Asse

You will be marked on the quality and clarity of your game pitch, and

Secondly, you must reply to another student's video that you like the awarded for the quality of your constructive feedback!

If you have any questions, please contact your lecturer.

Due date for weekly quests 1, 2, and 4 is Sunday 11pm, 26th August.

Tunnel Bird by Jayden Drake-Moschetti - Sunday, 19 August 2018, 4:02

Re: Tunnel Bird by Cathy WU - Friday, 24 August 2018, 2:24 PM

Dark Skies by Mark Albanese - Sunday, 19 August 2018, 10:00 PM

Re: Dark Skies by Brady Mulheron - Sunday, 26 August 2018, 9:16 PM

Re: Dark Skies by Spencer Booth-Jeffs - Tuesday, 28 August 2018, 2

Game Pitch: Robert Dance - Get the HELL outta here! by Robert Dance -

Re: Game Pitch: Robert Dance - Get the HELL outta here! by Jayder

Re: Game Pitch: Robert Dance - Get the HELL outta here! by Cameron Brasser - Friday, 24 August 2018, 12:38 PM

Re: Game Pitch: Robert Dance - Get the HELL outta here! by Robert Dance - Friday, 24 August 2018, 6:05 PM

Weekly Quest 08: Controversial Topic - Opinion Piece

Find a controversial topic in games and discuss your opinion about it.

- Discussion (250-500 words) should be your opinion and will be subjective.
- Provide a link to an article on the topic. Examples:
 - Gender representation in games.
 - Positive or negative effects of games.
 - Game addiction.
 - Online harassment.
 - Loot boxes.
 - Pay to win.
 - GamerGate (look it up if you are unaware).

For all forums remember:

- Text based communication can be misinterpreted. (eg: Sarcasm is not always obvious).
- Please obey discussion forum etiquette. Do not use these forums inappropriately.

Visible groups

All participants

Add a new question

Discussion

Weekly Quest 08 (Controversial Topic) Response

Started by



Leigh Achterbosch

Group

Replies

67

Student Engagement

End of Semester course review:

- *“Really good aesthetic, the extra work on the moodle page and slides definitely sets the atmosphere of the course.”*
- *“The insane amount of work that's been put into how the information is presented.*
- *Clear timeline of weekly goals and quests.”*
- *“I've been at FedUni for 3 years and the organisation of this course was truly the best; easy to navigate and the structure of the course was natural in its progression.”*

**Questions, comments,
suggestions**

