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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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

Custom Course Page
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!

• 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]
Social Constructivism
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