

Webinar Series on Remote Learning

TITLE

Tips & Tricks for the Gamification of your Class

BRIEF SYNOPSIS

Gamification is the process of adding game elements to a class to better engage your students. Drawing from game design processes and proven gamification techniques, this webinar will provide actionable steps for implementing a variety of gamification techniques to further engage your students both in online learning and traditional face-to-face classes.

SPEAKER

Brian G. Burton

SPEAKER BIO:

Brian G. Burton, Ed. D. Professor/Researcher/Author/Speaker/Trainer – Dr. Burton founded and teaches in one of the top game design programs in the world. His research focus is on the development of serious games and learning in virtual environments. Brian and his wife Rosemary founded one of the first online high schools and continue to research and implement online learning innovations. You can learn more on Dr. Burton's blogs: MyVRProfessor.com, DrProfessorDad.com, BurtonsMediaGroup.com, and [YouTube.com/DrBBurton](https://www.youtube.com/DrBBurton).

DURATION

58 min 11 sec

TIMESTAMPS

[0:00](#) – Speaker Introduction

[2:43](#) – What is Gamification?

[3:16](#) – Why Does Gamification Work?

[5:07](#) – How Do I Gamify A Lesson?

[9:44](#) – Gamification: Takeaways

[12:35](#) – Gamification Applied

[12:52](#) – Common Gamification Elements

[18:41](#) – How to Implement

[21:44](#) – Applied Gamification: Takeaways

[23:01](#) – Gamification with an LMS

[23:57](#) – LMS Gamification

[24:30](#) – LMS Takeaways

[25:03](#) – Gamification in the Real World

[25:31](#) – Gamified World

[26:32](#) – Real World: Takeaways

[26:54](#) – Serious Games – Using games for learning

[27:38](#) – Games for Learning

[29:23](#) – Serious Games: Takeaways

[30:36](#) – The Future of eLearning – Online Learning is here to stay

[34:00](#) – The Future of eLearning: Takeaways

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Q&A with Brian Burton:

Q: Does Google Classroom have gamification?

A: Yes, I believe it is available as a plugin.

Q: With adult learners, how do you deal with those students who think that this is trivial and who simply do not buy into it?

A: There will always be those who don't buy in, but the 85% who do participate are more motivated. If you can find a reward that appeals to the remaining 15%, you might be able to get them to participate.

Q: Will giving badges regularly widen the divide between performers and non-performers?

A: Depends on how you build the system. I've found that this motivates most (not all) non-performers. They take a great deal of pride in the badges they earn. While they might not earn as many, they do take pride in what they accomplish.

Q: What is the difference between guilds, clans and teams?

A: They are the same. Some prefer a different term, but the same concept.

Q: Do you have ideas regarding student rewards? It is difficult to order pizza right now.

A: Digital stickers for badges are the easiest to implement right now.

Q: Do you have recommendations for digital stickers?

A: We've been using Redbubble.com

Q: Do you tell the learners in advance that they can earn badges?

A: Yes, I'm very upfront about what we are doing and why. The older the student, the more you have to explain what is happening.

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RESOURCES

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[AWS Educate Office Hours for Educators and Students](#) – Webinars, office hours, and training sessions for educators and students

[Google Classroom](#) – Google Classroom helps students and teachers organize assignments, boost collaboration, and foster better communication.

[Redbubble](#) – Redbubble provides print-on-demand products based on user-submitted artwork.

[Stickermule](#) – Stickermule provides custom labels and packaging