

# Gamifying Moodle: What difference could it make?

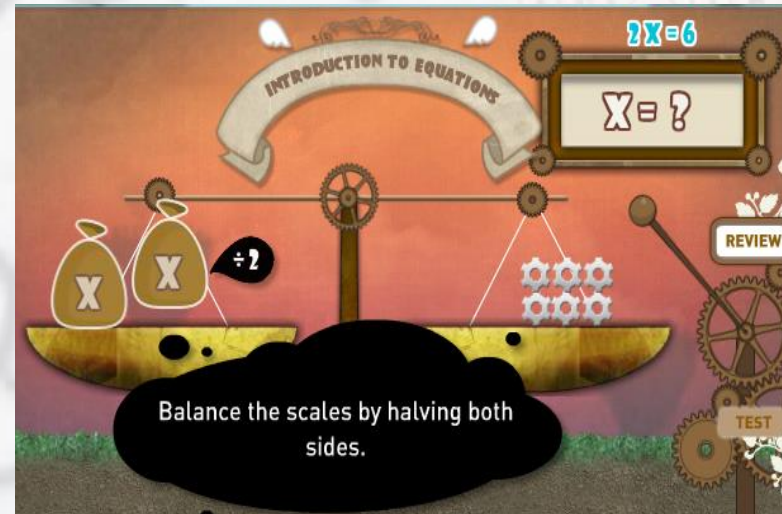
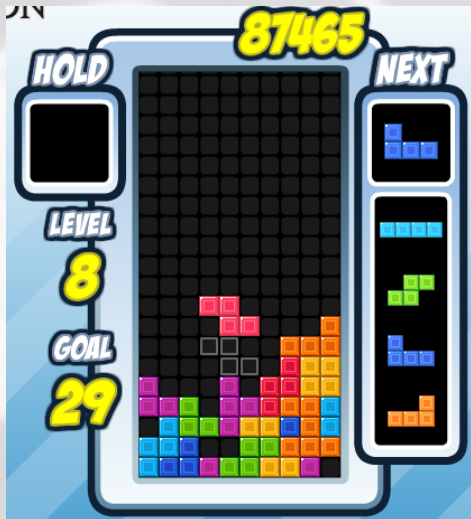
RAISE 2015

Student Engagement: Inspiring Innovation

Amarpreet Kaur – MMU

# What is Gamification?

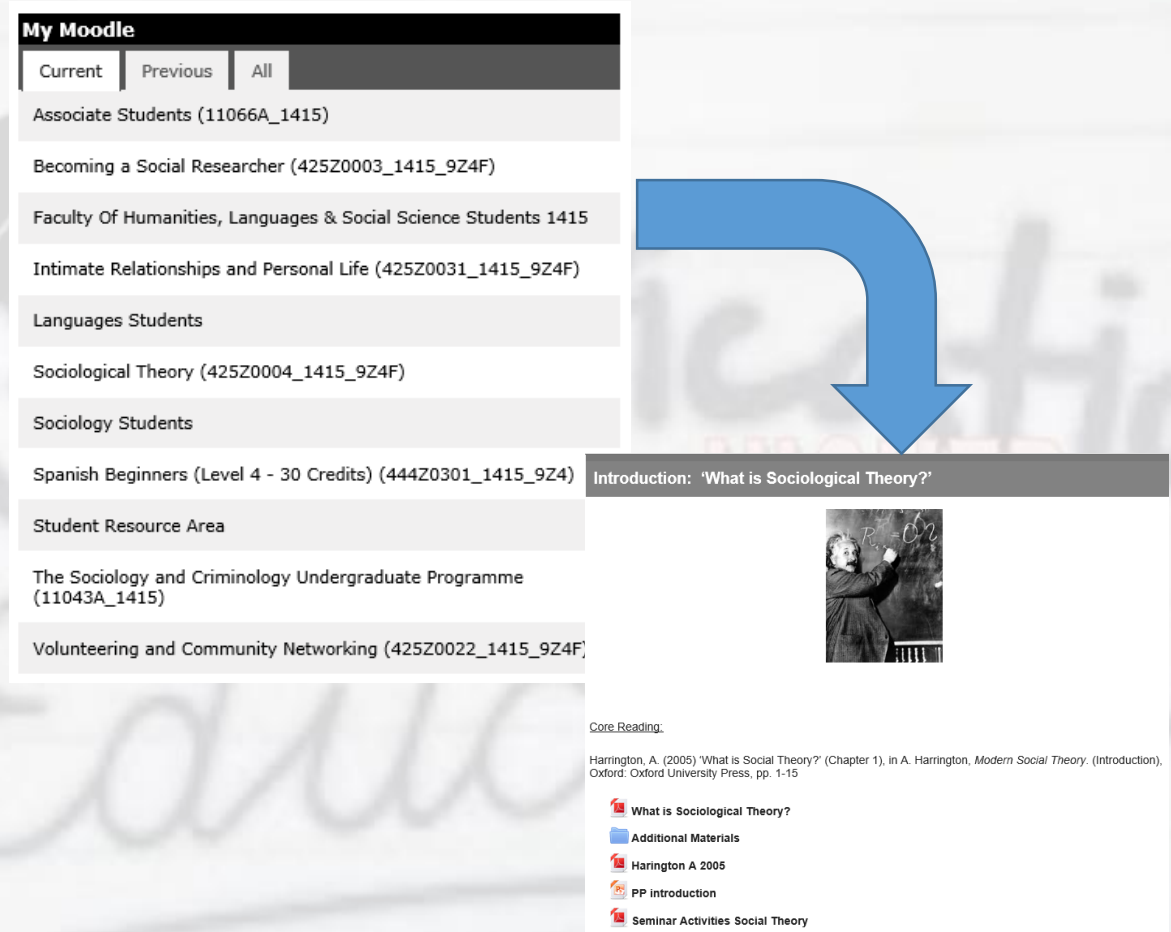
... using game-based mechanics, aesthetics and game thinking to engage people, motivate action, promote learning and solve problems (Kapp, 2012).



# What is Moodle?

- Moodle is a learning platform designed to provide educators, administrators and learners with a **single robust, secure and integrated system** to create personalised learning environments.

(Moodle, 2015)



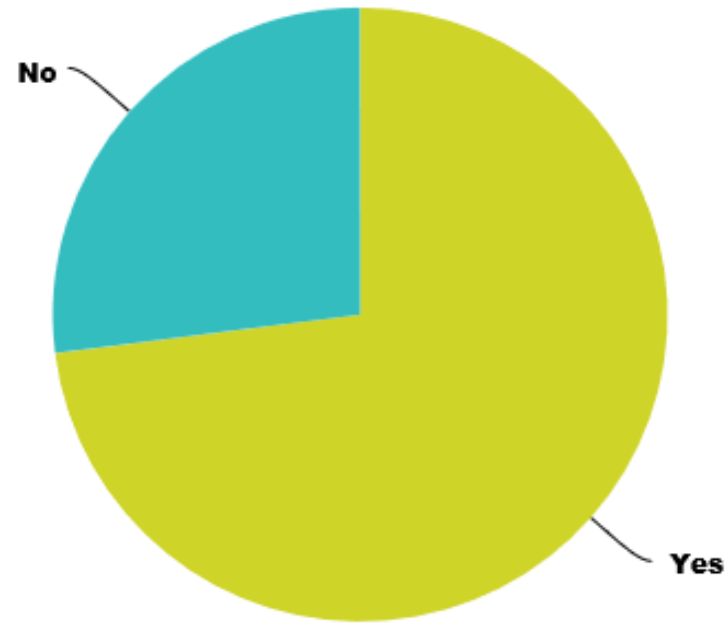
The screenshot shows a Moodle course page. At the top, there's a navigation bar with 'My Moodle' and tabs for 'Current', 'Previous', and 'All'. Below this is a list of course categories and titles, including 'Associate Students (11066A\_1415)', 'Becoming a Social Researcher (425Z0003\_1415\_9Z4F)', 'Faculty Of Humanities, Languages & Social Science Students 1415', 'Intimate Relationships and Personal Life (425Z0031\_1415\_9Z4F)', 'Languages Students', 'Sociological Theory (425Z0004\_1415\_9Z4F)', 'Sociology Students', 'Spanish Beginners (Level 4 - 30 Credits) (444Z0301\_1415\_9Z4)', 'Student Resource Area', 'The Sociology and Criminology Undergraduate Programme (11043A\_1415)', and 'Volunteering and Community Networking (425Z0022\_1415\_9Z4F)'. A blue arrow points from the 'Sociological Theory' category to the course title 'Introduction: 'What is Sociological Theory?'' which is highlighted in a dark grey bar. Below the title is a small image of a person writing on a chalkboard. At the bottom, there's a 'Core Reading:' section with a list of items: 'Harrington, A. (2005) 'What is Social Theory?' (Chapter 1), in A. Harrington, *Modern Social Theory*. (Introduction), Oxford: Oxford University Press, pp. 1-15', 'What is Sociological Theory?', 'Additional Materials', 'Harrington A 2005', 'PP introduction', and 'Seminar Activities Social Theory'.

# Why Gamify Moodle?

- Gamification is a growing trend
- Moodle (or equivalent) is used by most large higher education institutions as a learning platform
- Gamification has been found to **increase learner engagement** and immersion in learning
- Can help retain limited attention spans

## Would you like Moodle to be more interactive?

Answered: 100 Skipped: 0



Answer Choices	Responses
▼ Yes	73.00% 73
▼ No	27.00% 27
Total	100

# How could it be introduced to Moodle?



**POINTS**  
Measure a user's achievements in relation to others  
Can double as currency to exchange for rewards

**BADGES**  
Reward achievements visually

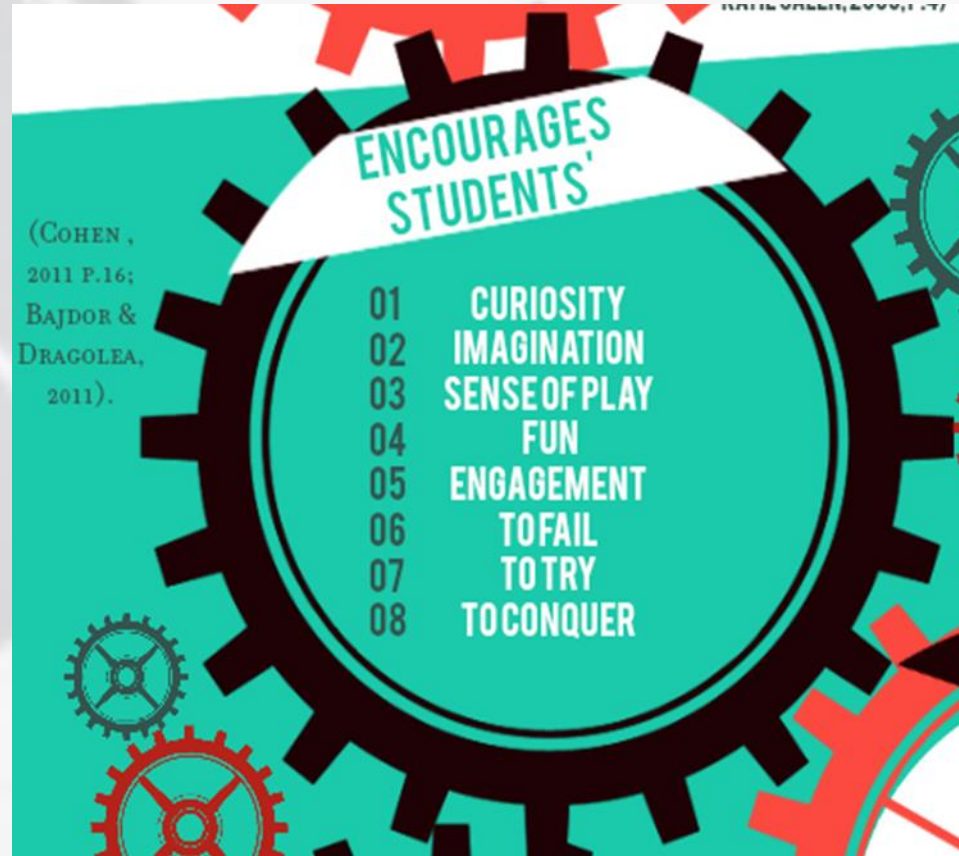
**LEVELS**  
Encourage users to progress and unlock new rewards

**LEADERBOARDS**  
Organise players by rank

ification  
= in **HIGHER**  
cation



# What difference could it make?



# Potential to work?

## Sociological Theory (425Z0004\_1415\_9Z4F)

Question 1

Not yet answered

Marked out of 1.00

Flag question

Max Weber is often referred to as a *Methodological Individualist*. What does this mean...?

Select one:

- a. Social phenomena can only be understood by examining how they result from the motivations and actions of individual agents
- b. Social phenomena can only be understood as collective phenomena which are explanatorily prior to facts about individuals
- c. Social phenomena can never be understood due to the complexity of social reality







'The future belongs to those who  
play games'

...follow or get left behind

Jane McGonigal (2011)

# References

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- Koster R, (2005). *A Theory of Fun for Game Design*. Scottsdale. Paraglyph Press. P. 34.
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- Moodle, (2015). About Moodle. [online] Available from: [https://docs.moodle.org/28/en/About Moodle](https://docs.moodle.org/28/en/About_Moodle) Accessed: 26<sup>th</sup> March 2015 @ 15:39.
- Werbach K and Hunter D, (2012). *For the Win: How Gaming can Revolutionise your Business*. Philadelphia. Wharton Digital Press.