ІНТЕРАКТИВНА ШКОЛА ТВОРЧОГО ВЧИТЕЛЯ:

віртуозно інтегруйте підручник у процес навчання

11–16 лютого

Вебінарна сесія. Початкова школа та дошкільна освіта

Видавництво «Ранок»

To play or not to play:

why games help us to teach and learn?

Liubov Zaliubovska,

Education projects coordinator

Global Office NGO

GAME

«A game is a <u>system</u> in which players engage in an <u>artificial conflict</u>, defined by <u>rules</u>, that results in a <u>quantifiable outcome</u>.» (Katie Salen and Eric Zimmerman)

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«to play a game is to engage in activity directed toward bringing about a specific state of affairs, using only means permitted by specific rules, where the means permitted by the rules are more limited in scope than they would be in the absence of the rules, and where the sole reason for accepting such limitation is to make possible such activity.» (Bernard Suits)
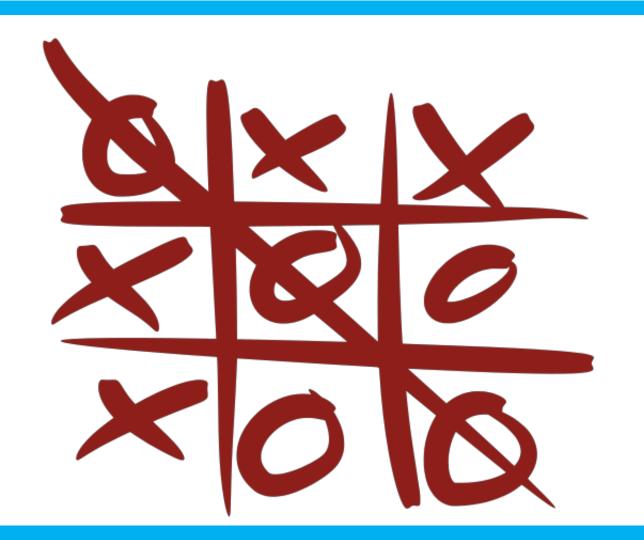
GAME-BASED LEARNING

Game-based learning (GBL) is a type of game play that has defined learning outcomes.

Generally, game-based learning is designed to balance subject matter with gameplay and the ability of the player to retain, and apply said subject matter to the real world.
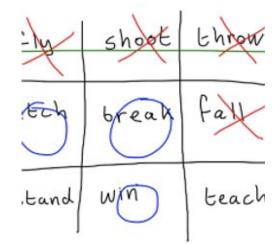
Example: Adjectives to Adverbs

slow	bad	silent
quick	fast	angry
happy	sweet	extreme

Sentence: The teacher was **extremely** happy that the students learned so much English.

slow	bad	silent
quick	fast	angry
happy	sweet	ext~~reme~~

Correct for the X team!

Which country would you like to visit?	Who is your favourite singer?	What's your favourite animal?
What did you do yesterday?	Would you like to be famous?	How often do you listen to music?
Would you like to go scuba diving?	What is your hometown famous for?	Do you prefer tea or coffee?

~~-ly~~	~~shoot~~	~~throw~~
~~tch~~	break	fa~~ll~~
tand	win	teach

GAMIFICATION

"The application of typical elements of a game playing

- rules of play,

- point scoring,

- competition with others

to other areas of activity to encourage people to participate."

GBL VS. GAMIFICATION

The main difference between the two is the integration of game mechanics with training content.

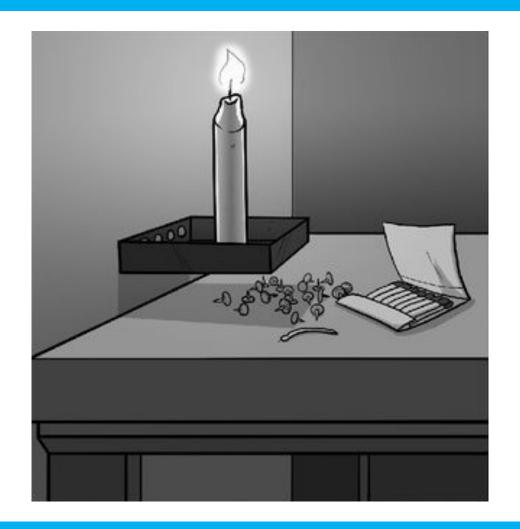GBL fully integrates the two, so the game *is* the training.

On the other hand, gamification uses game elements as a reward to engage learners in the process of learning.

MOTIVATION

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Dan Pink | TEDGlobal 2009

The puzzle of motivation

18:33

As long as the task involved only mechanical skills, bonuses worked as they would be expected: the higher the pay, the better the performance.

As long as the task involved only mechanical skills, bonuses worked as they would be expected: the higher the pay, the better the performance.

But once the task called for even rudimentary cognitive skill, a larger reward led to poorer performance.

MEETING THREE ESSENTIAL HUMAN NEEDS

Autonomy
Competence/Mastery
Relatedness/Connectedness/Purpose

In every job that must be done
There is an element of fun
You find the fun and snap!
The job's a game

And every task you undertake
Becomes a piece of cake.

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