Festival of Learning Showcase

Facilitator(s): Mr Kim Flintoff, Academic Engagement Developer, Ms Leah Irving, Learning Engagement Developer, and Associate Professor David Gibson, Director Learning Engagement, Curtin Teaching and Learning

Strategic theme: Leading in innovative education and a rich, interactive learning experience

Subject Title: Games and gamification for transformed student engagement

Contact Details: Kim x2194 K.Flintoff@curtin.edu.au; Leah x 1260 L.Irving@curtin.edu.au; David x 1949 David.C.Gibson@curtin.edu.au

Brief Description:

Explore how games and gamification can enhance learner engagement and how to apply/implement a gamified approach to student learning.

This session focuses on games and gamification and how they can transform and enhance student engagement in a university context.

Serious games can be utilised across many areas to build a safe, yet authentic learning environment for enhanced engagement. Gamification of teaching and learning focusesses on developing a more functional awareness of the skills and behaviours that motivate learners and result in more engaged learning. Gamification is not simply a token reward system; it is a systematic activation of learning skills. Gamification takes certain aspects of game-like activity to build awareness of learning, to personalise engagement and to provide contextual feedback.

In this session, explore how games can serve many purposes in a well-designed program for learning. They simultaneously provide both context and content; deliver instant feedback on engagement with content; they can raise the level of engagement from simple recognition and recall, to include synthesis and application in an instant; they can serve as a critical framework for engaging with knowledge, skills and beliefs.

This session will assist you in understanding the differences between the use of games and gamification to facilitate high order learning; introduce a framework for using games for learning; suggest strategies for a gamified approach to learning, and strategies for creating/identifying games for your context.

Time/Day: Thursday 19 March 2015; 2:30 – 3:00pm

Duration: 30 mins

No. of Sessions: One

Venue: Building 105:Rm 107

Special Requirements: Bring your own device