



Project number: 2023-1-FI01-KA220-VET-000154135

# Module 1 - Introduction to Gamification and Serious Games

## Reading Materials



### Ecological Thinking!

Think before printing, if it is necessary. In case something needs to be printed, it is worth thinking about where to print it (e.g., local print shop, ecofriendly online print shop, etc.), on what kind of paper (e.g., recycled paper, grass paper, other alternatives to usual white paper) and with what kind of colors.

**Let's protect our environment!**





# Reading Materials

## Module 1

**In this document, you can find different sources of information on which the content videos of this module have been based. Under each title, you will find a brief summary of its content to know what they are about.**

- Bartle R. (1996). Hearts, clubs, diamonds, spades: Players who suit muds. *Journal of MUD Research*, (1), 1-19. <https://mud.co.uk/richard/hclds.htm#1>

In this study Bartle defines the four profiles of players that we can find when playing. Based on the four main strategies that people follow when playing, he has defined a player profile according to their preferences and motivations playing. It is important to keep this in mind if we are thinking of implementing the game in the classroom, to identify these profiles in the classroom, Bartle has designed a test that will help teachers to differentiate the types of players that are among their students to know what motivates each one and in the case of needing to use it to create heterogeneous equipment.

- Csíkszentmihály M. (1990). *Flow: The Psychology of Optimal Experience*.

The famous research of the psychologist Csíkszentmihályi about the "optimal experiences" reveals that experiences are really satisfactory only when we enter a state of consciousness called "flow." During the flow, we experience pleasure, creativity and get involved completely with our life. The good news is that we can control this state of self-affirmation.

Flow teaches us that if we order the information that enters our conscience, we can discover true happiness and improve our quality of life. Csíkszentmihály analyses in this book how to encourage flow in people and how this can be related to intrinsic and extrinsic motivation that we can generate through the game.

- Marín M. (2018). *¿Jugamos? Cómo el aprendizaje lúdico puede transformar la educación*.

This book makes us reflect on how we can implement the playful attitude in the classroom, but the advice and reflections that are taken from it can be implemented in our day to day and even in the world of the company. From the beginning it deals with the importance of



a playful attitude in life and as we advance in the book teaches us the benefits of the game, that not everything has to become a game and that there are different ways of promoting the playful attitude. In addition, it offers advice on how to carry out a good implementation of recreational activities and facilitates didactic resources and materials for it.

- **Matera M. (2018). Juega como un pirata.**

Michael Matera, Pedagogo and Game Designer for the Classroom, will reveal all the secrets about the games so that your students learn more and better doing what they like best: play. In this book you will find the keys of the anatomy of the game, along with some advice and examples to implement them in the classroom.

- **Huizinga, J. (1938). Homo ludens.**

Johan Huizinga was a Dutch historian and philosopher, who in 1938 published his book "Homo Ludens: essay on the social function of the game." This book is considered a key work in game theory and has had a great impact on the study of game and culture. One of Huizinga's greatest contributions was his idea that the game is a fundamental activity in human culture, and that it is present in all historical societies and times. Huizinga's greatest contribution was his idea that the game is a fundamental activity in human culture, which transcends the playful function, and that it has an important social and cultural function. His approach to the rules of the game and the importance of the game in creativity and innovation have been very influential in the study of game and culture.