



Game
ON
LEVEL UP!

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

Module 1 - Introduction to Gamification and Serious Games

Additional Resources



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!





Additional Resources

Module 1

In this document, you can find Additional Resources related to gamification and the use of the game, different experts talk about their personal experience and different situations where they have experienced with gamification.

- Baraka J. (2022, September). The board game getting kids excited about school. <https://www.youtube.com/watch?v=9mfir8F2lpE>

Going to school in a refugee camp can be complicated: students encounter crowded classrooms, rigid curricula and limited access to teachers. Joel Baraka, who grew up in the Kyangwali refugee camp in Uganda, is determined to change that for the better. He shows how educational board games can be a fun and effective way to improve access to learning and help kids thrive in and out of school.

- Chou Y. (2014). Gamification to improve our world. <https://www.youtube.com/watch?v=v5Qjuegtiyc>

Yu-kai Chou is an entrepreneur, speaker, and gamification pioneer. Early in life, he had the epiphany that while games had the power to delight and engage the mind, they were not productive and only resulted in emotional gains. He became obsessed with the combination of how to make games more productive, and simultaneously, how to make life more fun. Since then, he has created a variety of game-based technology startups. He explains some ways in which gamification has been used and could be used in the future to make the world a better, more sustainable, and more fun place to live our lives.

- Hebert S. (2018). The Power of Gamification in Education. <https://www.youtube.com/watch?v=mOssYTimQwM>

Scott Hebert is a teacher in Fort Saskatchewan, Canada. In this talk he addresses why the modern education system is experiencing an engagement crisis, and how we can solve it through a new approach in teaching. [#GameMyClass](#) Scott Hebert is a local middle school teacher, author, former TEDx speaker and educational innovator from Fort Saskatchewan where he teaches at Our Lady of the Angels Catholic School. Subsequently, his program was named the Best Gamified Project in Education globally in 2015 by the World Gamification Congress. His class has gained local, provincial, and



international attention for its unique approach to answering the engagement crisis many of today's students face.

- Kumar J. (2015). Gamification at work.
<https://www.youtube.com/watch?v=6wk4dkY-rV0>

Gamification is a buzzword in business these days. Organisations are turning to gamification to engage their customers and motivate their employees. In this talk, Janaki will address what is gamification? Is it appropriate in the workplace? And what are some best practices that can help you design gamification that works!

- Zichermann G. (2011, June). How games make kids smarter [Cómo los juegos hacen más inteligentes a los niños] [Video]. TED.
https://www.ted.com/talks/gabe_zichermann_how_games_make_kids_smarter?language=es

Can video games get more productive? Gabe Zichermann shows how video games contribute to children solving problems more efficiently and that we are better in different activities, such as conducting and performing multiple tasks at the same time.

- Csikszentmihalyi M. (2004, February). Flow, the secret of happiness [Video]. TED.
https://www.ted.com/talks/mihaly_csikszentmihalyi_flow_the_secret_to_happiness?language=de

Mihaly Csikszentmihalyi asks: "*What makes a life worth living?*" Stating that money cannot make us happy, he turns his attention to those who find pleasure and lasting satisfaction in activities that involve a state of "flow."