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Module 2 - Game Design Principles

Hands-on Activity



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Let's protect our environment!





Hands-on Activity

Module 2

CHECKLIST TO ANALYSE SERIOUS GAMES COMPONENTS

The purpose of this check-list is to guide you in analysing the educational effectiveness of a serious game designed for vocational education and training (VET) purposes.

This involves assessing various aspects to ensure that the game meets its learning objectives and provides a valuable learning experience.

First select a **Serious Game** then go through this simple checklist looking at the suggested criteria and indicators.

ITEM	HANDS-ON ACTIVITY
TITLE	Designing a Gamified Classroom Strategy
OBJECTIVE	In this activity, you will apply the principles of game design and storytelling to create a simple, gamified strategy for your classroom. The goal is to engage students through playful learning while reinforcing educational objectives.
LINK	GAMIFIED ACTIVITY MATRIX

GAMIFIED ACTIVITY MATRIX

The "Gamified Activity Matrix" is a structured tool designed by Game On - Level Up to support teachers in crafting engaging, gamified classroom strategies. This document includes a series of steps for developing a gamified lesson, alongside a dedicated space for you to register your ideas and decisions, ensuring a clear and organised approach to integrating game design principles into your teaching practices.



GAMIFIED ACTIVITY MATRIX	
STEPS OF GAMIFIED ACTIVITIES DEVELOPMENT	WRITE YOUR IDEAS AND DECISIONS HERE
Step 1: Define the Learning Objective Begin by identifying a specific lesson or subject you want to gamify. Think about the core learning objectives of the lesson. Ask yourself: • What do you want students to learn or achieve by the end of the class? • Are you focusing on knowledge acquisition, skill development, or critical thinking? Example: "I want students to understand the process of photosynthesis."	
Step 2: Choose a Gamification Approach Select a game-based element that will drive engagement. You can choose from: • Points and Levels: Reward students with points for answering questions or completing tasks, allowing them to "level up" in the lesson. • Challenges: Introduce time-based challenges or problem-solving tasks that encourage competition or collaboration. • Badges and Rewards: Offer badges for completing certain tasks, like "Math Master" or "Science Explorer," or small rewards tied to classroom privileges. Example: "I'll use points and levels. Students earn points for correct answers, and every 5 points unlocks a new 'scientist rank'."	
Step 3: Create a Narrative or Storyline A storyline helps bring the gamified lesson to life. Create a simple narrative related to your subject to make the activity more immersive. This step doesn't have to be complex; think of a theme that fits your topic. Example: "In our class, students are scientists on a mission to save the environment. Each challenge they complete gets them closer to developing a solution for global environmental	



problems."	
Step 4: Develop Game Challenges or Tasks Design specific activities or tasks related to the lesson that align with your chosen gamification approach. These can include quizzes, group discussions, or practical activities. Make sure that each task helps reinforce the core learning objectives. Example: • "Challenge 1: Identify the parts of a plant and their role in photosynthesis (quiz)." • "Challenge 2: Work in groups to simulate the process of photosynthesis using props (group activity)."	
Step 5: Provide Feedback and Progress Tracking As students complete tasks, provide immediate feedback, and allow them to track their progress. Use tools like progress charts, leaderboards, or simple visual aids to show how close they are to completing the "mission" or reaching a new level. Example: "After each correct answer, I'll update the leaderboard and let students know how many points they need to reach the next 'scientist rank'."	