

Gamification with Moodle

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WIDE Services





MEC-certified Moodle Partner... In Greece and Cyprus



The use of game elements and game design techniques in non-game contexts.



GAMIFICATION

Prof. Kevin Werbach
Wharton University of
Pennsylvania, USA
Gamification Expert
Author of "For the Win"

- ✓ **Autonomy:** You gain motivation when you're in charge. When you feel like you're in charge, you tend to stick to your goals for a longer period of time.
- ✓ **Value:** You're more motivated when you value a subject. If you think a goal is important there's a better chance you'll complete it.
- ✓ **Competence:** The better you get at something, the more likely it is you'll continue doing it. Likewise, when you know that something takes hard work as opposed to some innate talent, you're more likely to keep trying at it.





Killers

DEFINED BY

A focus on writing rank, and direct peer-to-peer competition.

ENGAGED BY

Leaderboards, Ranks

KEYWORDS

-hack
-cheat



Achievers

DEFINED BY

A focus on attaining status, and achieving preset goals quickly and/or completely.

ENGAGED BY

Achievements

KEYWORDS

-win
-challenge
-compere



Socialites

DEFINED BY

A focus on socializing and drive to develop a network of friends and contacts.

ENGAGED BY

Newsfeeds, friends list, chat

KEYWORDS

-share
-comment
-help



Explorers

DEFINED BY

A focus on exploring and drive to discover the unknown.

ENGAGED BY

Obfuscated, Achievements

KEYWORDS

-investigate
-explore
-create



Game-like elements for a Gamification environment



Scoreboards



Dependencies



**Achievements
Rewards**



**Ladders
Progress indicators**



Avatars



Instant feedback



Social interaction



**Flexible Dynamic
rules**



Interactivity



**Time-based
rules**



**Levels
Repetition**



**Challenges &
competition**

Structural gamification

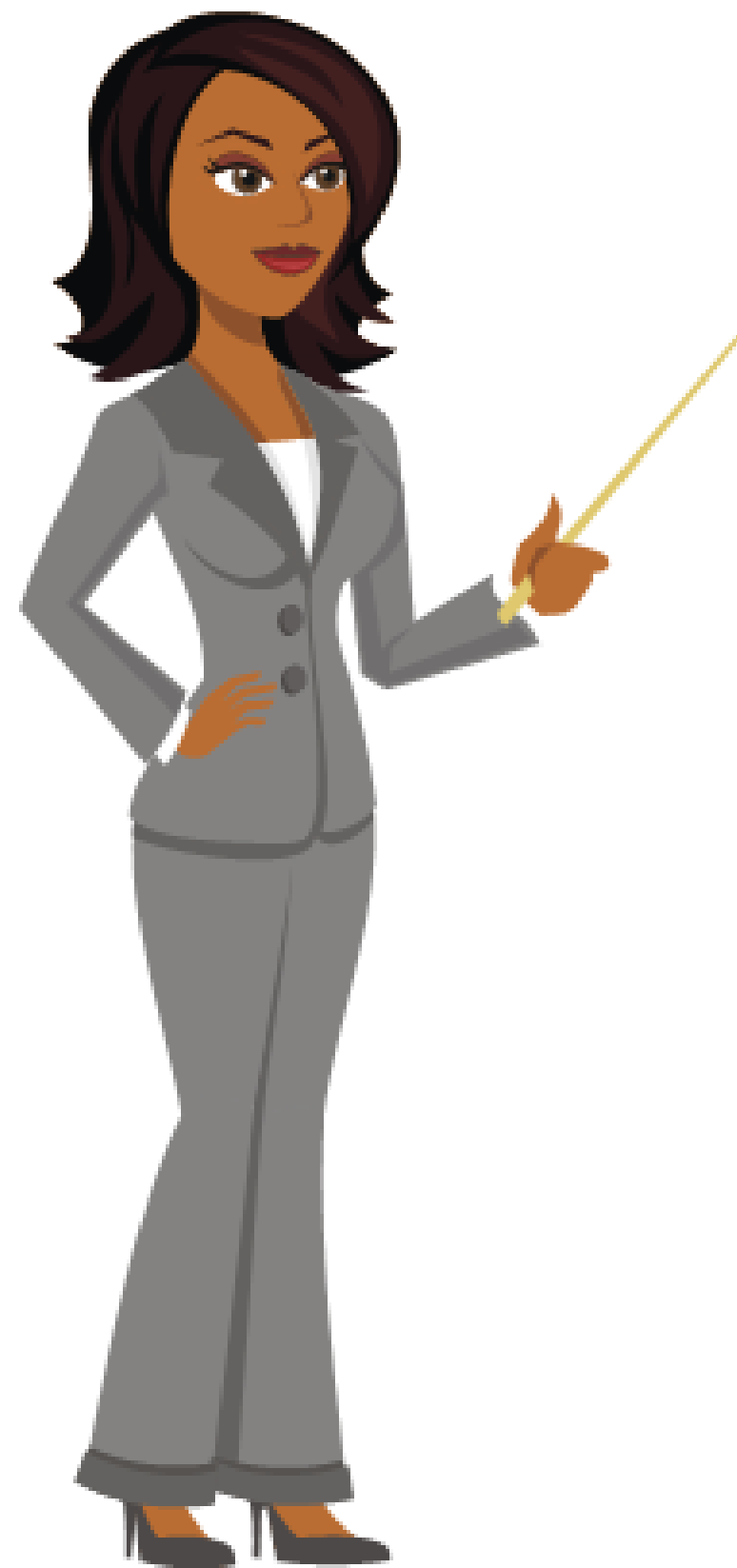
Involves applying game elements to move a learner through content with no changes or alterations to the content itself. Learners are motivated to work through the content, keeping them engaged by offering rewards (Points, Badges, Achievements, Levels, Leaderboards, Social element).



Content gamification

The content itself is altered to make it more game-like. It still doesn't turn the content into a game but rather adds games or activities to the content. The focus is to increase user engagement by attaching interactive elements.

We can offer Gamification experience in Moodle with:



 content

Everything is based on the Course Designer's content scripts and imagination!



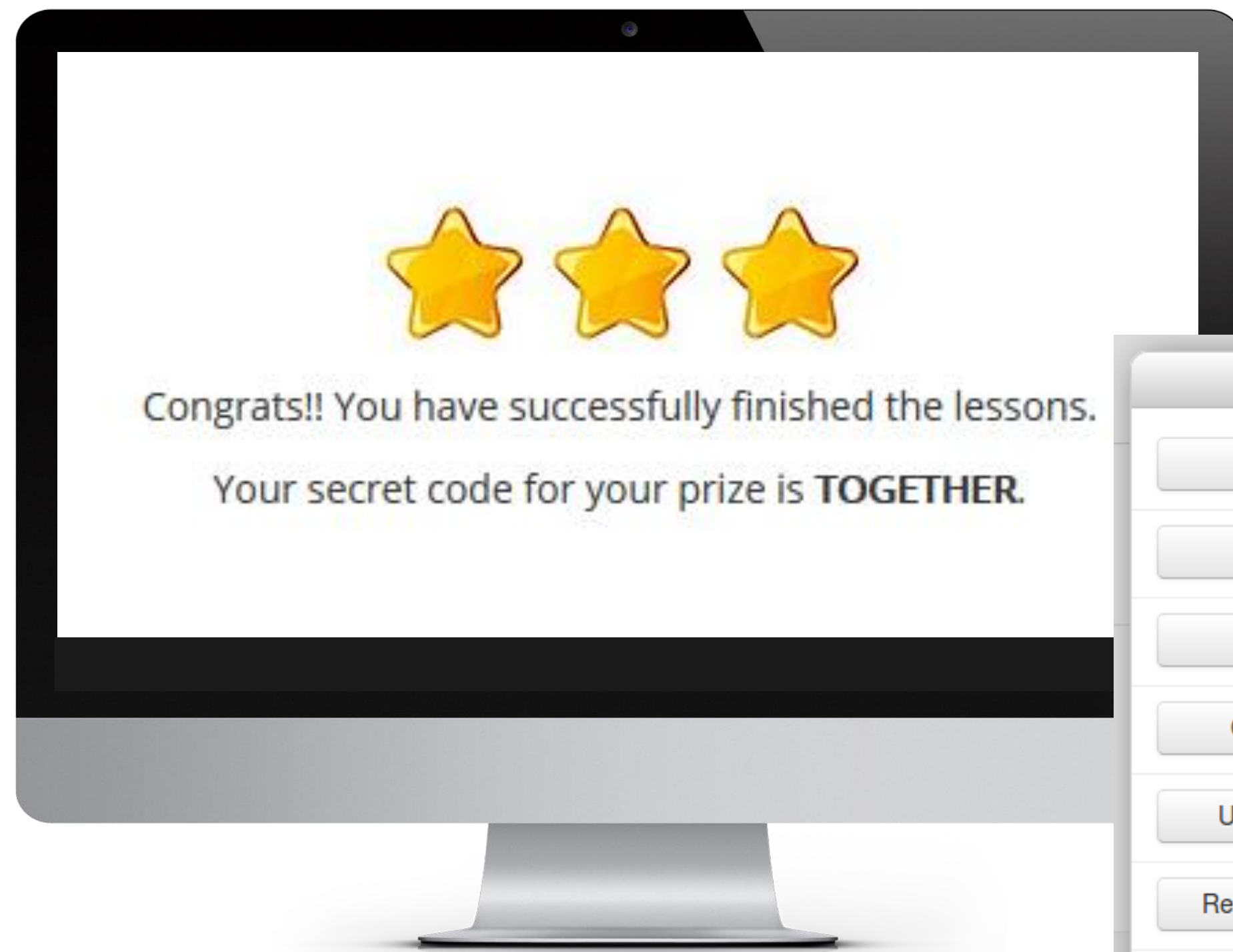
Native Moodle features



Design learning paths with restriction & completion criteria

Give motivated messages or keys for the next "level"

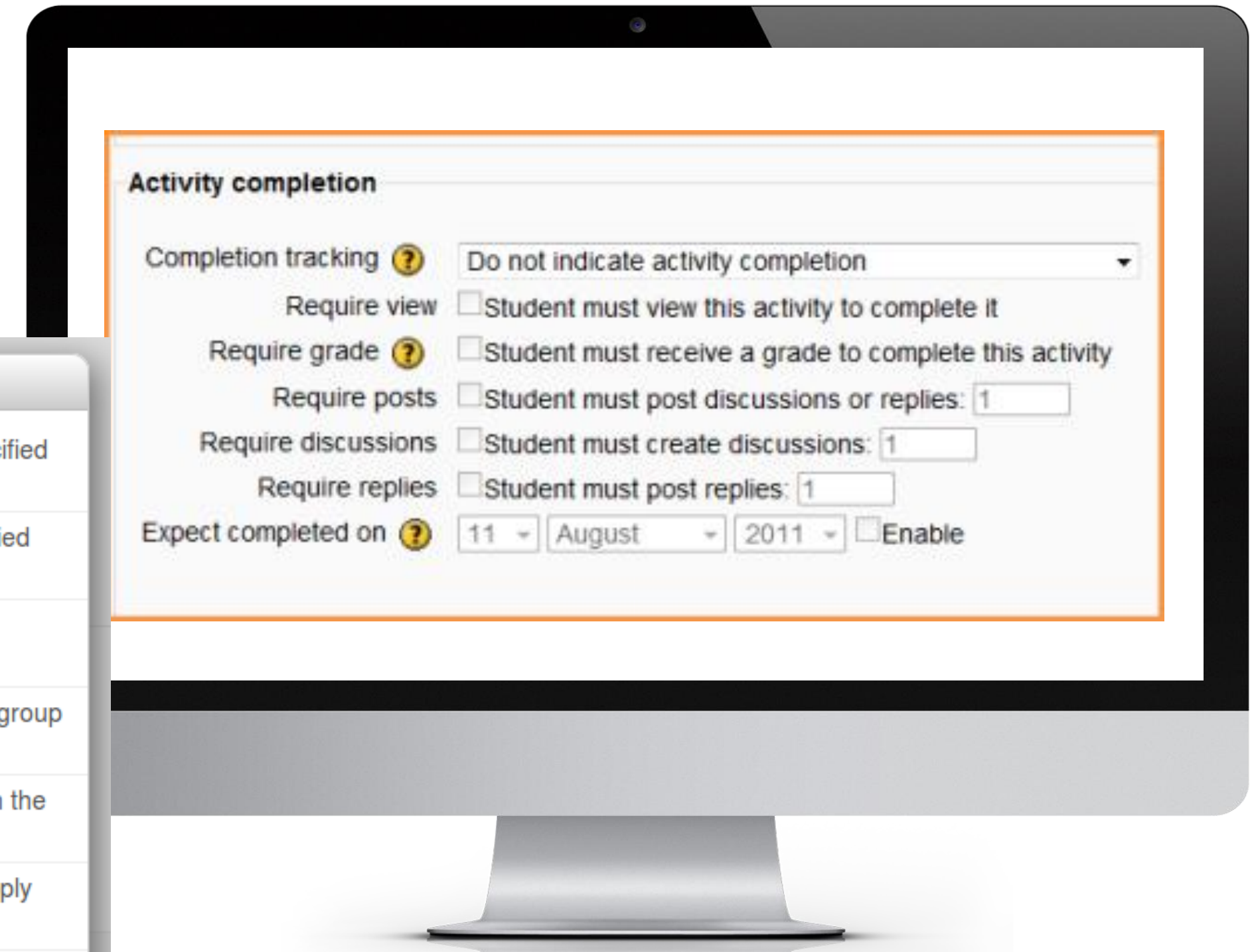
Repetition of a course until learner achieves the scores / grades / etc



Add restriction...

Date	Prevent access until (or from) a specified date and time.
Grade	Require students to achieve a specified grade.
Group	Allow only students who belong to a specified group, or all groups.
Grouping	Allow only students who belong to a group within a specified grouping.
User profile	Control access based on fields within the student's profile.
Restriction set	Add a set of nested restrictions to apply complex logic.

Cancel



Access restrictions Student must match the following

Click to hide COMPLETELY

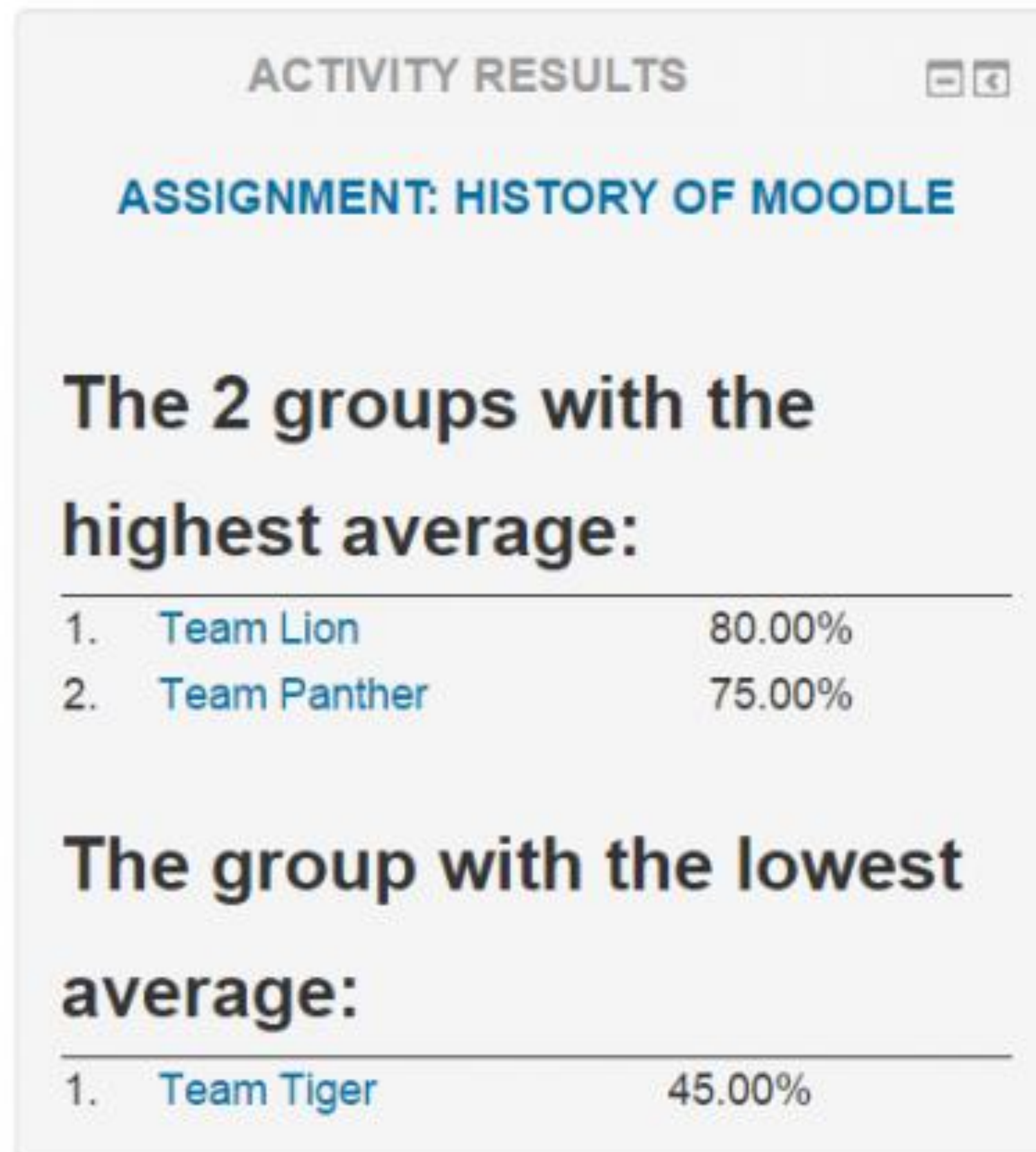
Date from 26 April 2014 00 : 00

Add restriction...

Hide activities and create new paths based on course progress

Leaderboards (or scoreboards) to motivate the “Killers”

Activity results block



ACTIVITY RESULTS

ASSIGNMENT: HISTORY OF MOODLE

The 2 groups with the highest average:

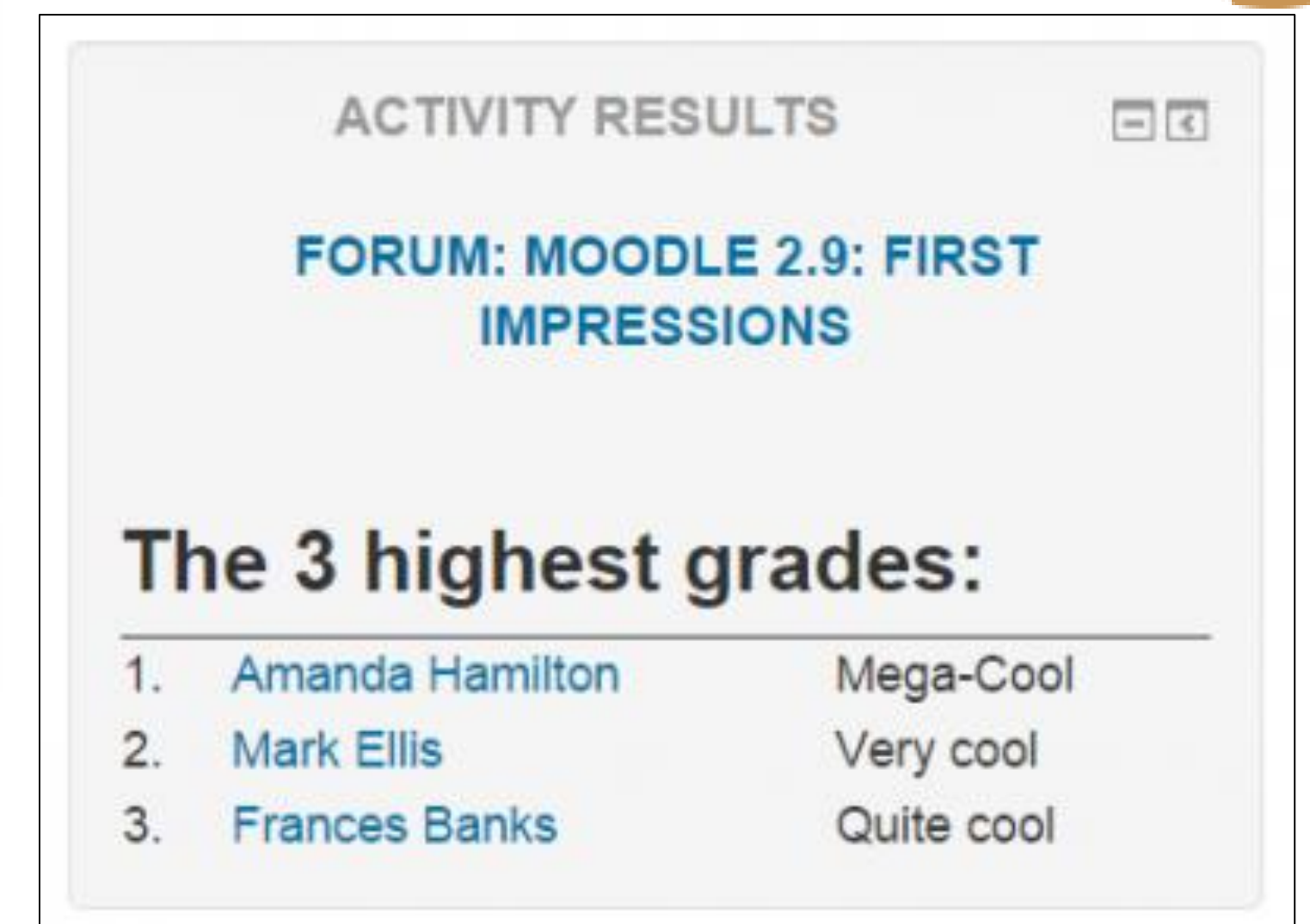
1.	Team Lion	80.00%
2.	Team Panther	75.00%

The group with the lowest average:

1.	Team Tiger	45.00%
----	------------	--------



Create scoreboards based to custom profile fields ex job position

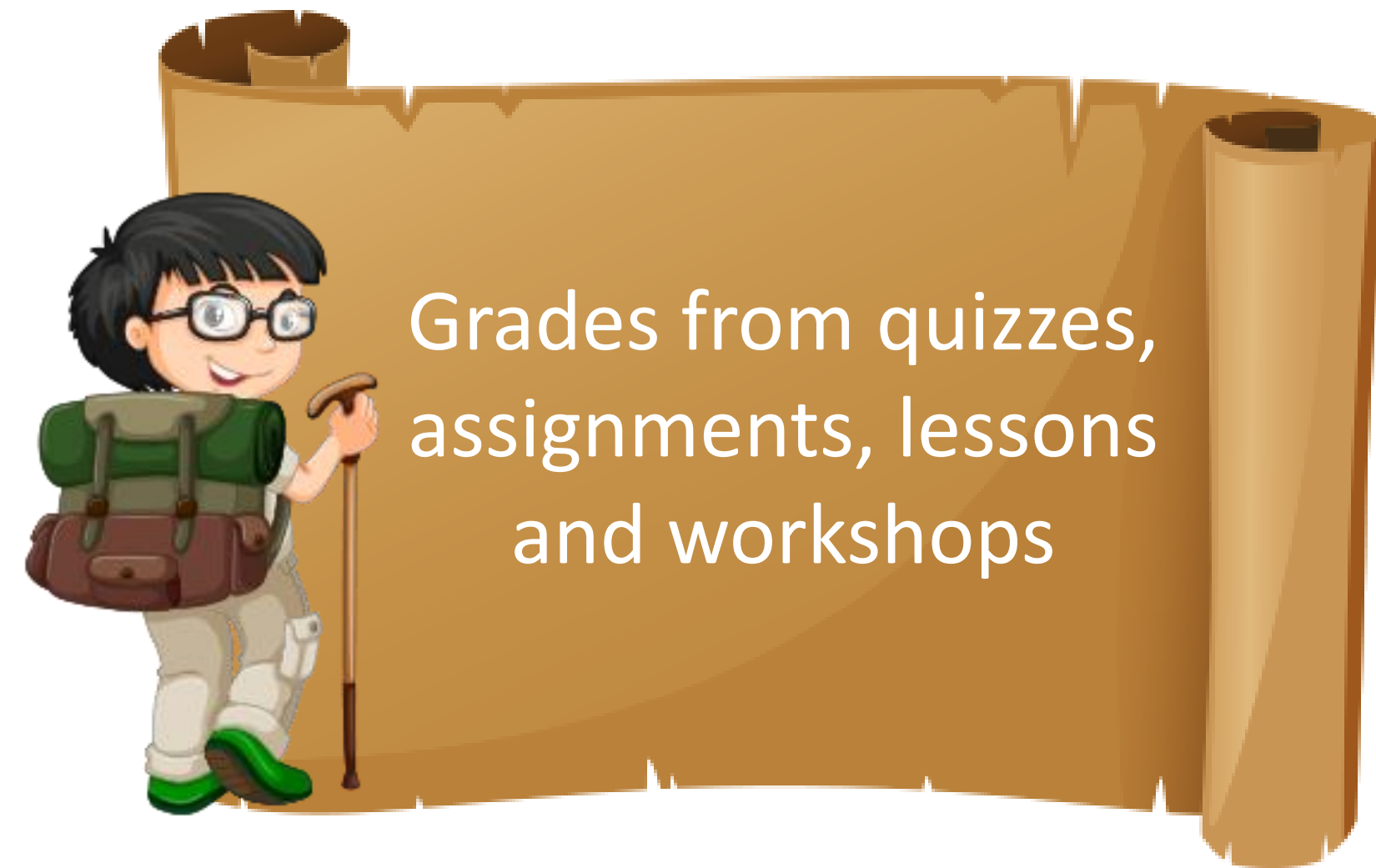


ACTIVITY RESULTS

FORUM: MOODLE 2.9: FIRST IMPRESSIONS

The 3 highest grades:

1.	Amanda Hamilton	Mega-Cool
2.	Mark Ellis	Very cool
3.	Frances Banks	Quite cool



Grades from quizzes, assignments, lessons and workshops

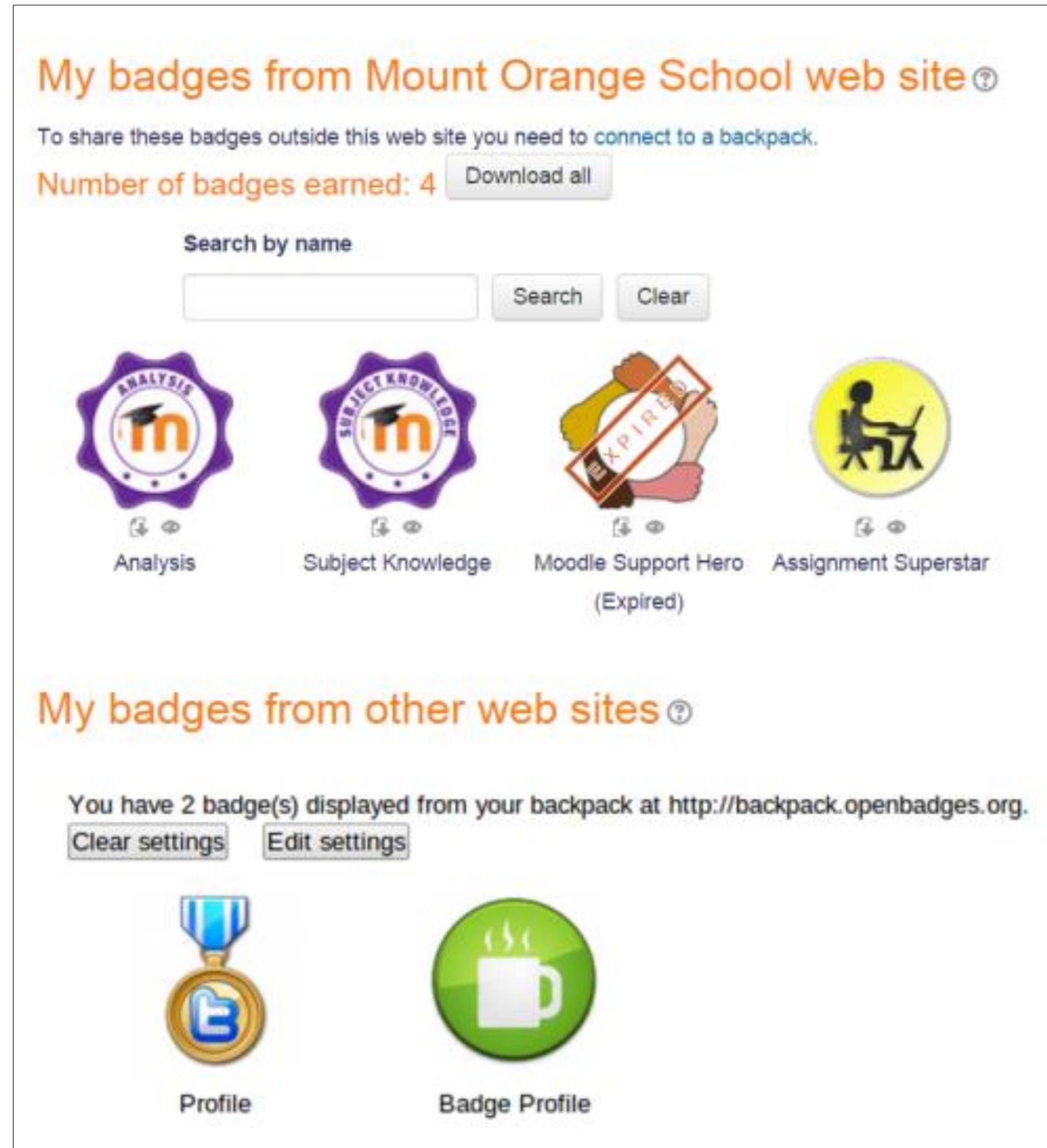


Ratings from forums, glossaries and databases

Badges for skills you earn online in person – awards for achievers


Badge Rewards

- ✓ Badges are a good way of celebrating achievement and showing progress.
- ✓ Setup criteria when a user gets them and their duration




Using groups



 **Re: removing navigation**
Helen Foster
Thursday, March 13, 2014, 4:07 PM

Hi Eda,

If you're absolutely sure you want to remove the navigation block then you can do so if you first un-protect it by clicking on the padlock icon in *Administration > Site administration > Plugins > Blocks > Manage blocks*.





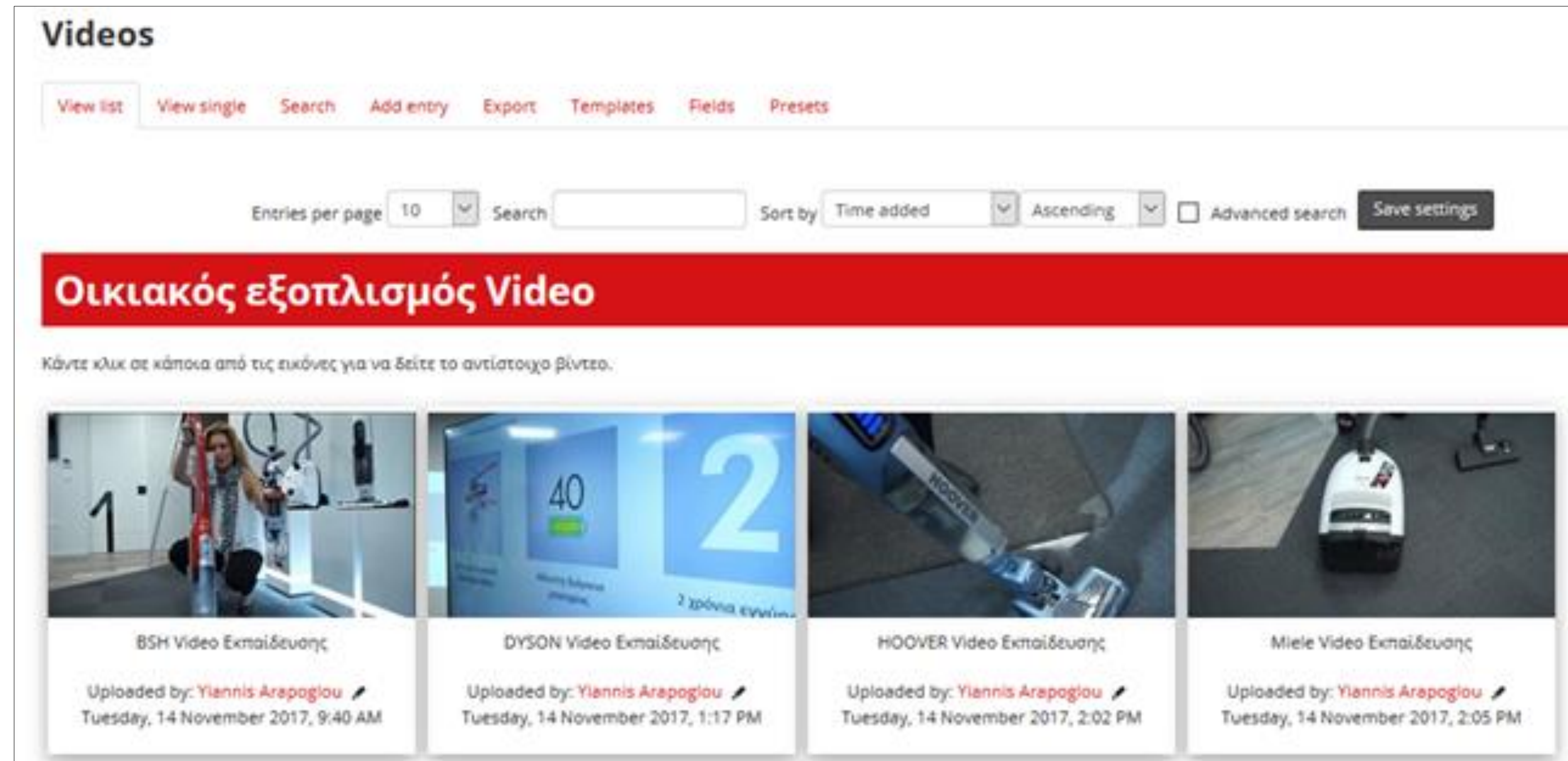
Add restriction...

Allow only students who belong to a specified group, or all groups.



Database activity in which learners:

- ✓ Share content (add entries)
- ✓ Teacher review entries
- ✓ Users are notified for approval/reject
- ✓ Users comment other entries
- ✓ Users give rate to other users entries with stars scale
- ✓ Leaderboard with top rating users







Videos

View list View single Search Add entry Export Templates Fields Presets

Entries per page 10 Search Sort by Time added Ascending Advanced search Save settings

Οικιακός εξοπλισμός Video

Κάντε κλικ σε κάποια από τις εικόνες για να δείτε το αντίστοιχο βίντεο.

			
BSH Video Εκπαίδευσης	DYSON Video Εκπαίδευσης	HOOVER Video Εκπαίδευσης	Miele Video Εκπαίδευσης
Uploaded by: Yiannis Arapoglou	Uploaded by: Yiannis Arapoglou	Uploaded by: Yiannis Arapoglou	Uploaded by: Yiannis Arapoglou
Tuesday, 14 November 2017, 9:40 AM	Tuesday, 14 November 2017, 1:17 PM	Tuesday, 14 November 2017, 2:02 PM	Tuesday, 14 November 2017, 2:05 PM

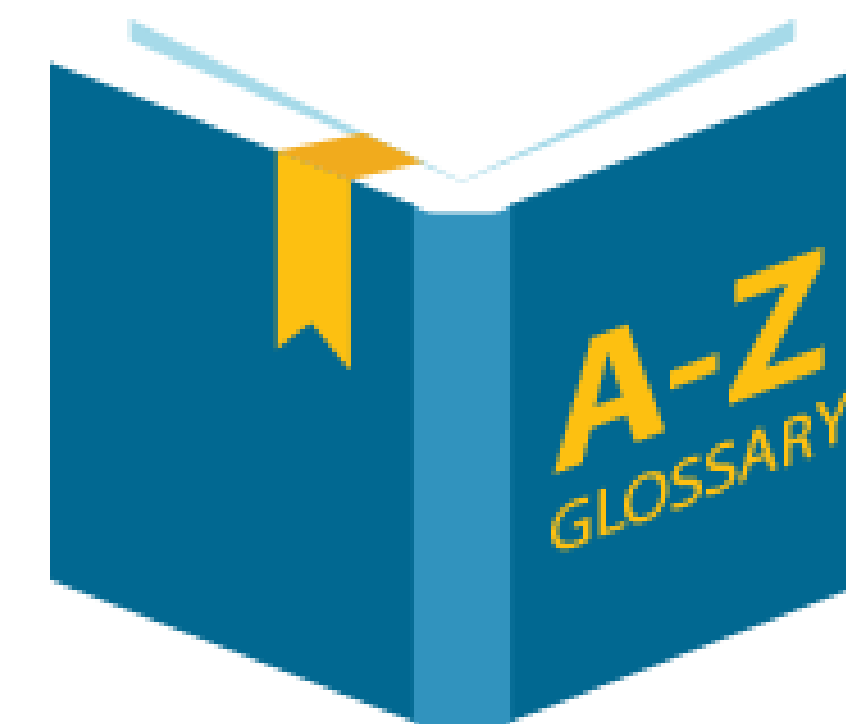
Glossary activity in which learners:

 Είμαι περήφανος εθελοντής γιατί



Γράψε ένα περιστατικό που θα εμπλουτίσει την εμπειρία όλων των εθελοντών σε σχέση με το αντικείμενο του μαθήματος. **Ένα περιστατικό που σε έκανε περήφανο για την εθελοντική σου δράση στο Ι.Ο.ΑΣ., σε γέμισε χαρά! Τι έγινε; Πώς το βίωσες; Μοιράσου την εμπειρία σου μαζί μας!** Δες αναλυτικές οδηγίες για τον τρόπο που θα εισάγεις στο περιστατικό ... [εδώ](#).

- ✓ Share content (add entries)
- ✓ Teacher review entries
- ✓ Users are notified for approval/reject
- ✓ Users comment other entries
- ✓ Users give rate to other users entries with stars scale
- ✓ Leaderboard with top rating users



Use to display:



Images



Quotes from famous people



Dictionary



Reminders (tips)

Random Glossary Item

ΑΞΙΑ ΜΕΡΙΔΙΩΝ

Το ενεργητικό του Αμοιβαίου Κεφαλαίου διαιρείται ίσης αξίας ονομαστικά μερίδια. Ο κάθε μεριδιούχος που συμμετέχει στο Α/Κ έχει στην κατοχή του αριθμό μεριδίων ανάλογα με το κεφάλαιο που έχει επενδύσει.

Course completion status report - Progress indicator

Course completion status block



Status: *In progress*
Required: All criteria below are required

Criteria group	Criteria	Requirement	Status	Complete	Completion date
Activity completion (all required)	Announcements from your tutor	Marking yourself complete		Yes	8 September 2015
	Prior Knowledge assessment			Yes	8 September 2015
	Factual recall test	Achieving grade		Yes	8 September 2015
	Useful links	Viewing the book		Yes	8 September 2015
	Video resources	Viewing the book		No	-
	Course discussion			Yes	8 September 2015
	Group Project			No	-
	Reflective journal	Marking yourself complete		No	-

[Return to course](#)



COURSE COMPLETION STATUS

Status: *In progress*

All criteria below are required:

Required criteria	Status
Activity completion	5 of 8

[More details](#)

Course completion status report - Progress indicator

We can select the grade boundary in order to give a hint or a key to unlock:

▼ Overall feedback ⓘ

Grade boundary
100%

Feedback

Paragraph B I [List icons] [Link icon] [Image icon] [Video icon] [PDF icon]

Συγχαρητήρια! Πέρασες το όριο του 80%!

Το πρώτο από τα 8 ψηφία του κωδικού για την έκδοση της Online βεβαίωσης συμμετοχής σου στα μαθήματα WIDE Training της WIDE Services είναι το "c"! Αποθήκευσε αυτό το χαρακτήρα και βάλε στόχο να μαζέψεις και τους υπόλοιπους 7!

Path: p

Grade boundary
80%

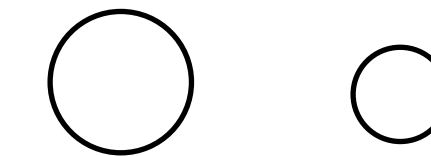
Feedback

Paragraph B I [List icons] [Link icon] [Image icon] [Video icon] [PDF icon]

Χρειάζεται μεγαλύτερη προσπάθεια. Συστήνεται να αφιερώσετε λίγο χρόνο διαβάζοντας ξανά την ύλη του μαθήματος και ύστερα δοκιμάστε πάλι το quiz.

Path: p

- ✓ Other activity (quiz, lesson)
- ✓ Other course (enrollment key)



The screenshot shows a Moodle course activity list. Under the 'Quizzes' section, there are five items: 'Revision quiz list', 'Quiz 1', 'Quiz 2', 'Quiz 3', and 'Quiz 4'. 'Quiz 2' and 'Quiz 3' are marked as 'Available but not shown on course page'. 'Quiz 4' is marked as 'Hidden from students'. A context menu is open over 'Quiz 4', with a hand cursor pointing to the 'Make available' option. Below the quizzes, there is a 'Discussion forums' section with two items: 'Ask questions about the exam here' and 'Problems? Your co-participants are here'.

- ✓ Hide Topics
- ✓ Use invisible activities!
- ✓ Create mystery and beauty!!!







Online users block – Find your friends - Socialites



- ✓ Message text with other online users
- ✓ Pop-up notifications
- ✓ Help others
- ✓ Communicate
- ✓ Collaborate

ONLINE USERS

(last 5 minutes: 4)

-  Mark Ellis
-  Ms Wilson
-  Mr C Wilson
-  Barbara Gardner



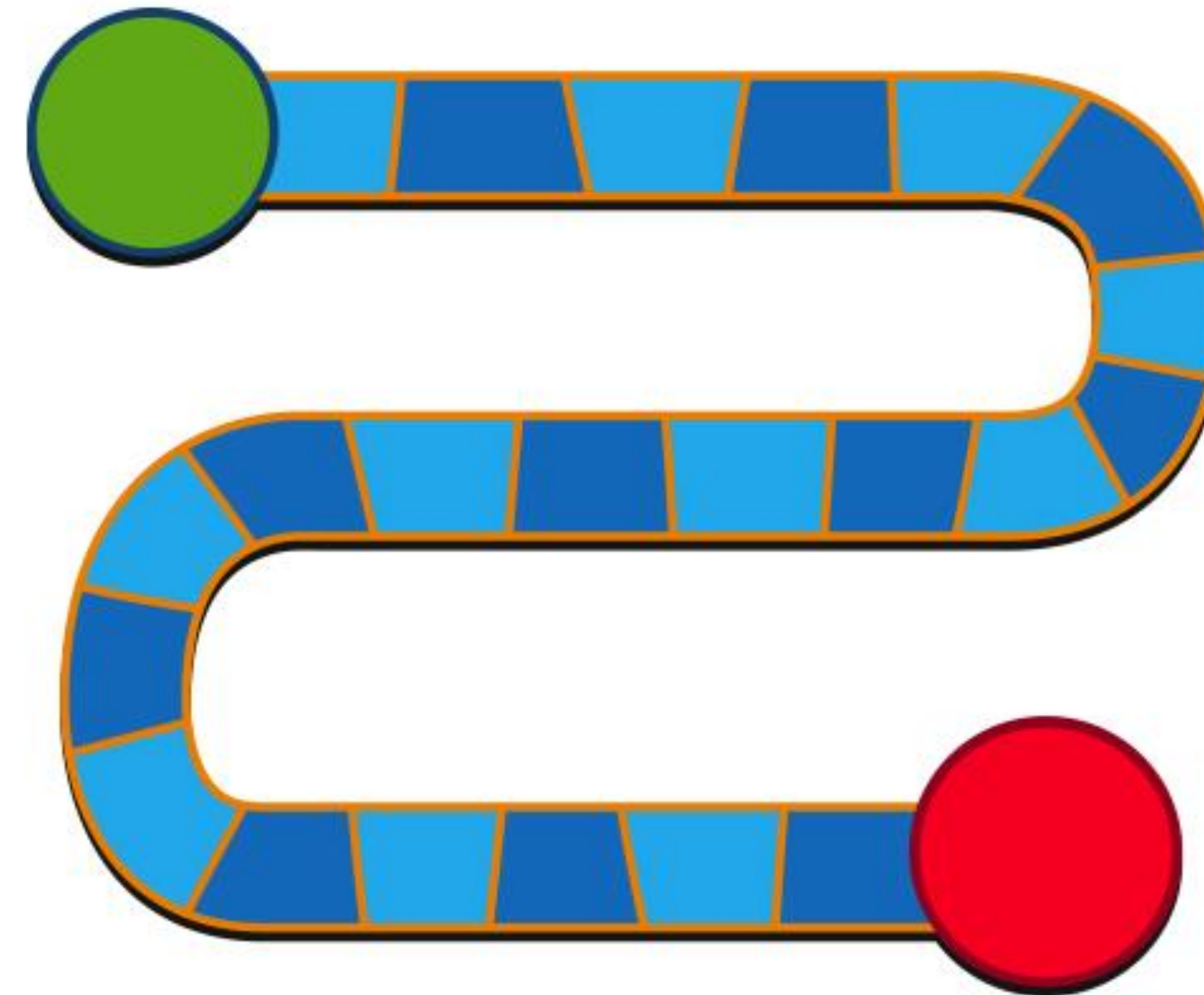


3rd party Moodle community
plugins & services



Choice	Group	Fill / Capacity	Group members +
<input type="radio"/>	A	0 / 2	
<input type="radio"/>	B (Full)	2 / 2	
<input type="radio"/>	C	0 / 2	
<input type="radio"/>	D	0 / 2	

Save my choice



Select:

- ✓ Path
- ✓ Team
- ✓ Subject to work
- ✓ Interests

Add restriction...

Group Allow only students who belong to a specified group, or all groups.

Cancel

- ✓ Using images in groups enhances forum discussions
- ✓ Use restrictions by groups for different learning paths or “levels”

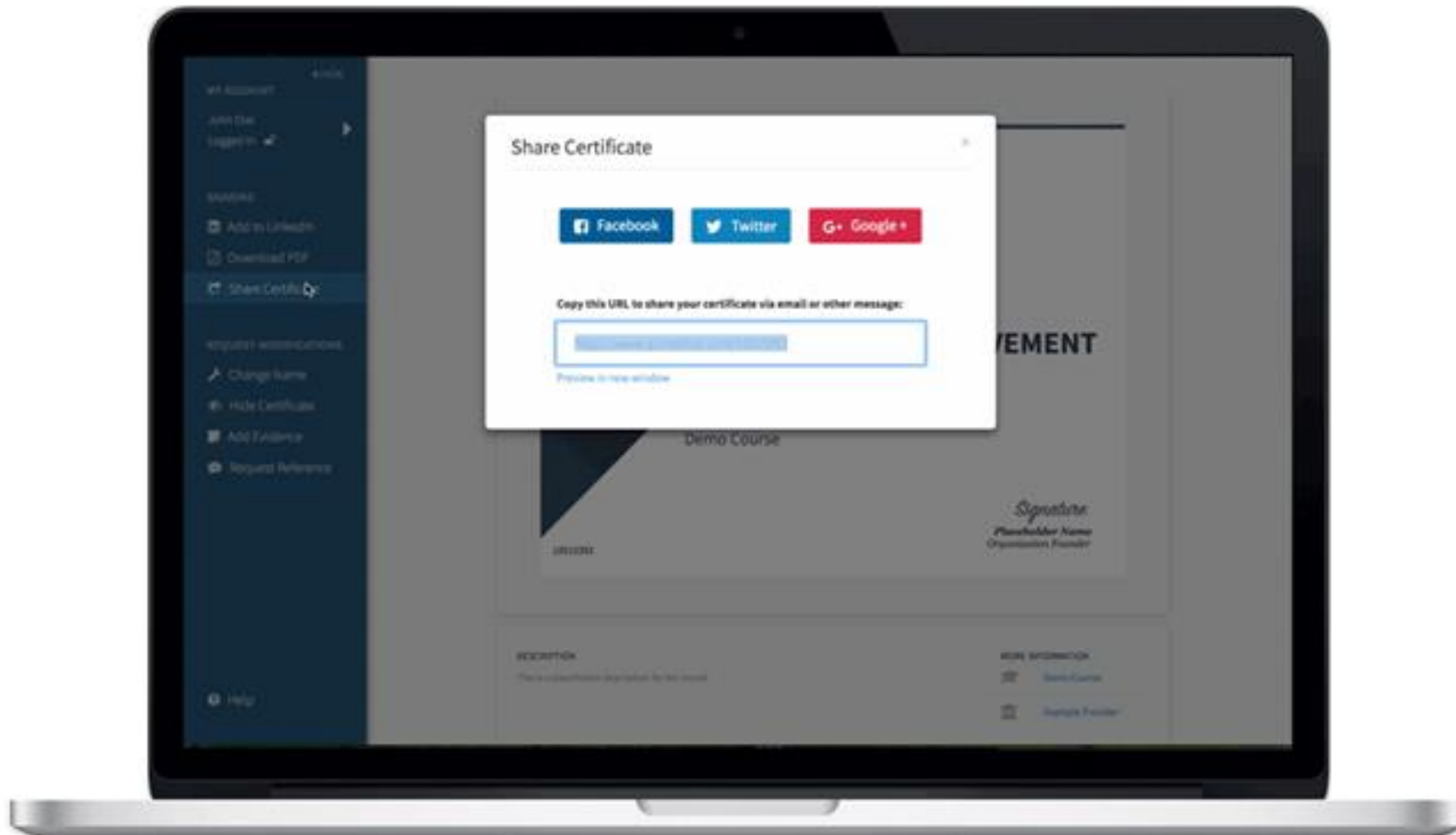
Custom Certificate plugin - awards for achievers

Generation of dynamic PDF certificates.

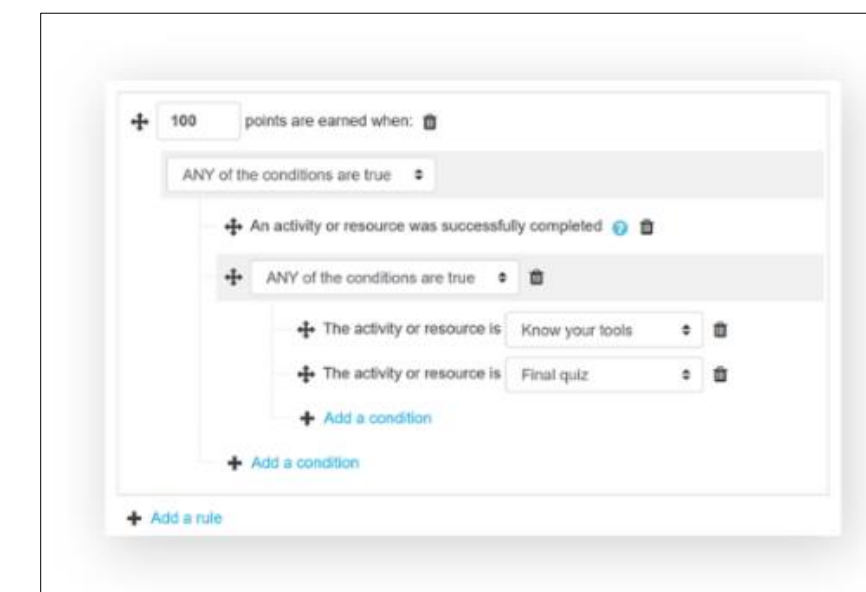
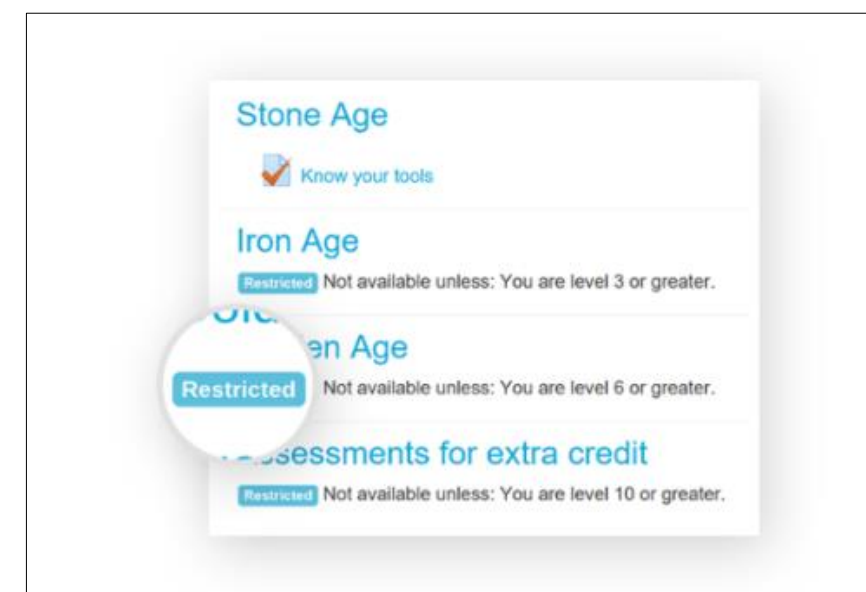
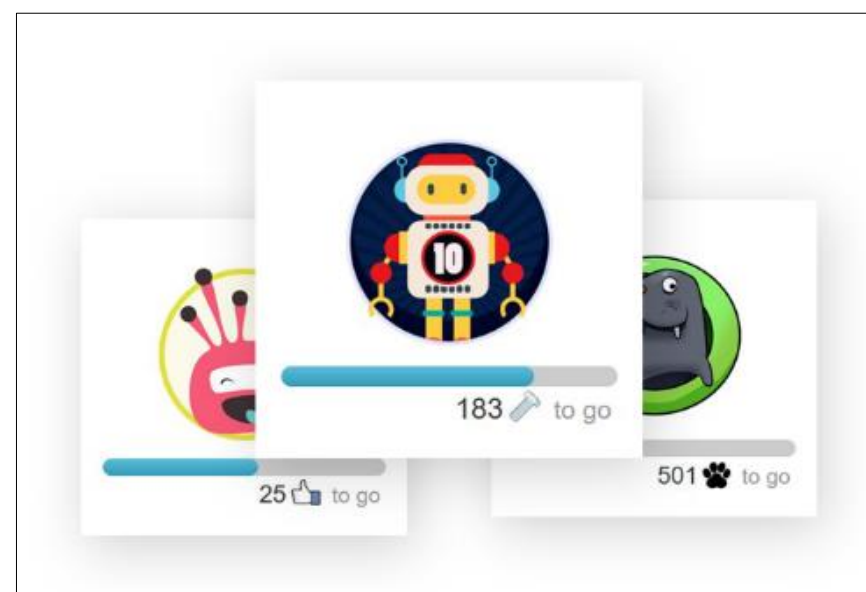
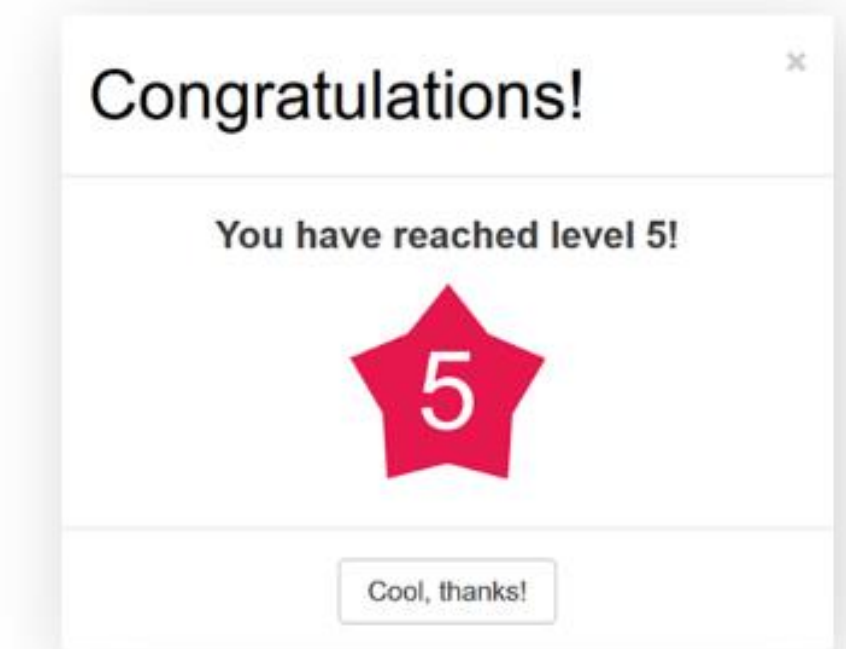


Accredible Certificate plugin- awards for achievers

Issuing digital certificates



- ✓ Reward users for their actions.
- ✓ Create engagement and increase participation by rewarding users with XP, and motivating them to progress towards the next level.
- ✓ Reward users efforts by congratulating users for reaching the next level.
- ✓ Use the leaderboard to leverage competitiveness while keeping it friendly and motivating.
- ✓ Unlock access to course content when a certain level is reached.
- ✓ Configure the amount of XPs your students receive for what they do.
- ✓ Change the levels and substitute experiences points for other symbols to make it even more exciting!



Rank	Level	Participant	Total	Progress
1	7	Eleanor Shelton	301 ^{XP}	22 ^{XP} to go
2	6	Austin Harris	231 ^{XP}	17 ^{XP} to go
3	6	Samu Kokko	188 ^{XP}	60 ^{XP} to go
4	5	Enola Noel	140 ^{XP}	46 ^{XP} to go
5	4	Joris Robert	100 ^{XP}	34 ^{XP} to go

Mootivated/Motrain - Mobile Gamification (1/2)

Mootivated and Motrain are mobile apps that reward student/employee effort for learning in Moodle. Virtual coins are awarded for working in Moodle and they can be spent at the discretion of the user in the app.

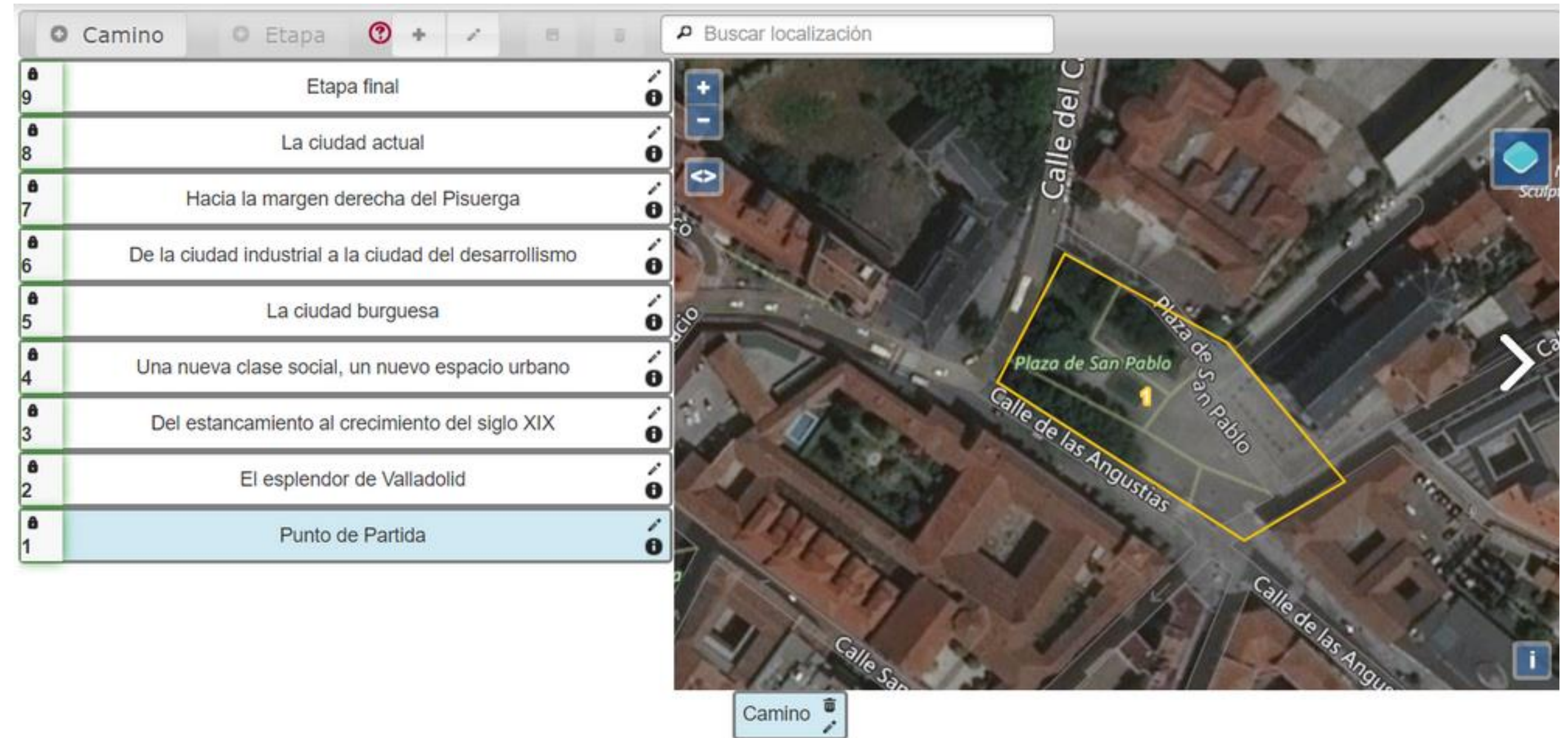
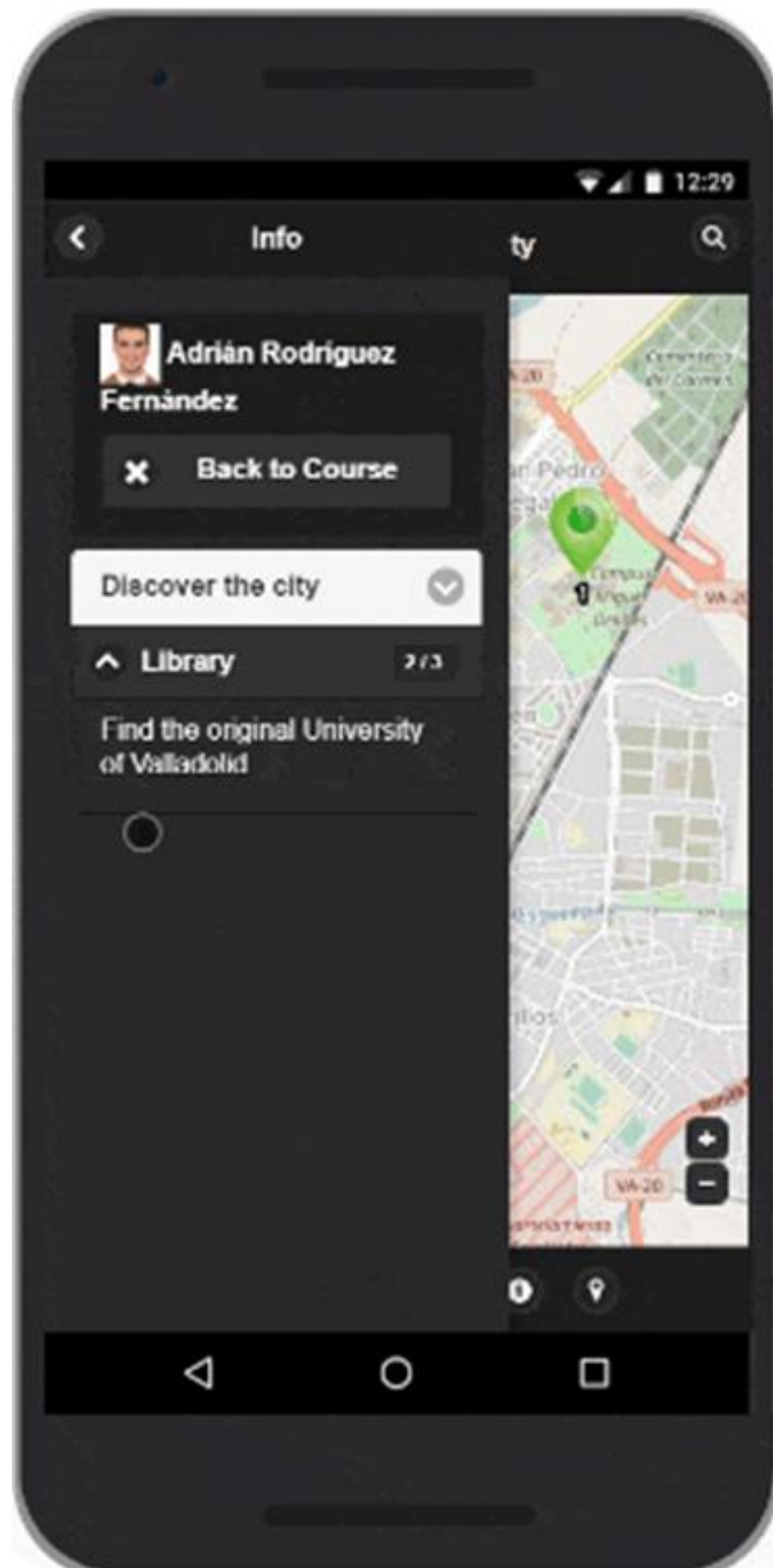
Add Item

Name		Description	
<input type="text" value="Name"/>		<input type="text" value="Enter a description here..."/>	
Cost	Type	Raffle Items	
<input type="text" value="0"/>	<input type="text" value="Type"/>	<input type="text" value="1"/>	
Start Time	End Time		
<input type="text"/>	<input type="text"/>		
Image			
<input type="button" value="Choose File"/> No file chosen			
<input type="button" value="Submit"/>			



Outdoor, indoor and virtual-map treasure-chases for Explorers

Treasure hunt plugin: Use geolocation and QR codes, very flexible and useful in many situations: individual/team, moving/desktop-marking, scoring from time, position, completion, etc. The module produces a grade for every student (or team) running the hunt.

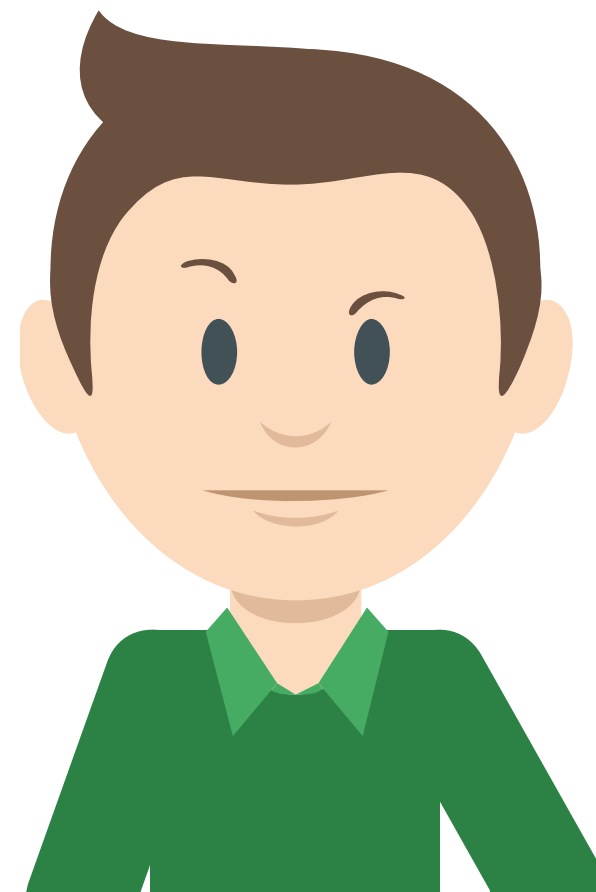


Outdoor, indoor and virtual-map treasure-chases for Explorers




Stash plugin: Hide items in a course - for Explorers

- ✓ Add an inventory of items to your course and let your students find items by exploring the activities. Encourages exploration of the course material
- ✓ Stash availability allow items from the stash to determine the availability of course activities.

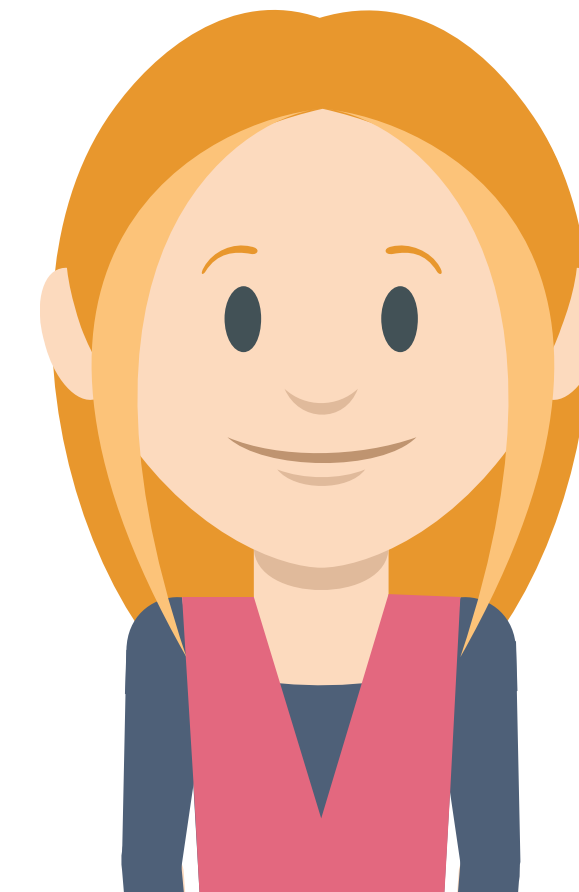


Coin ✕



It is said that owning more than three of these grants access to secret locations.




Coin



Items

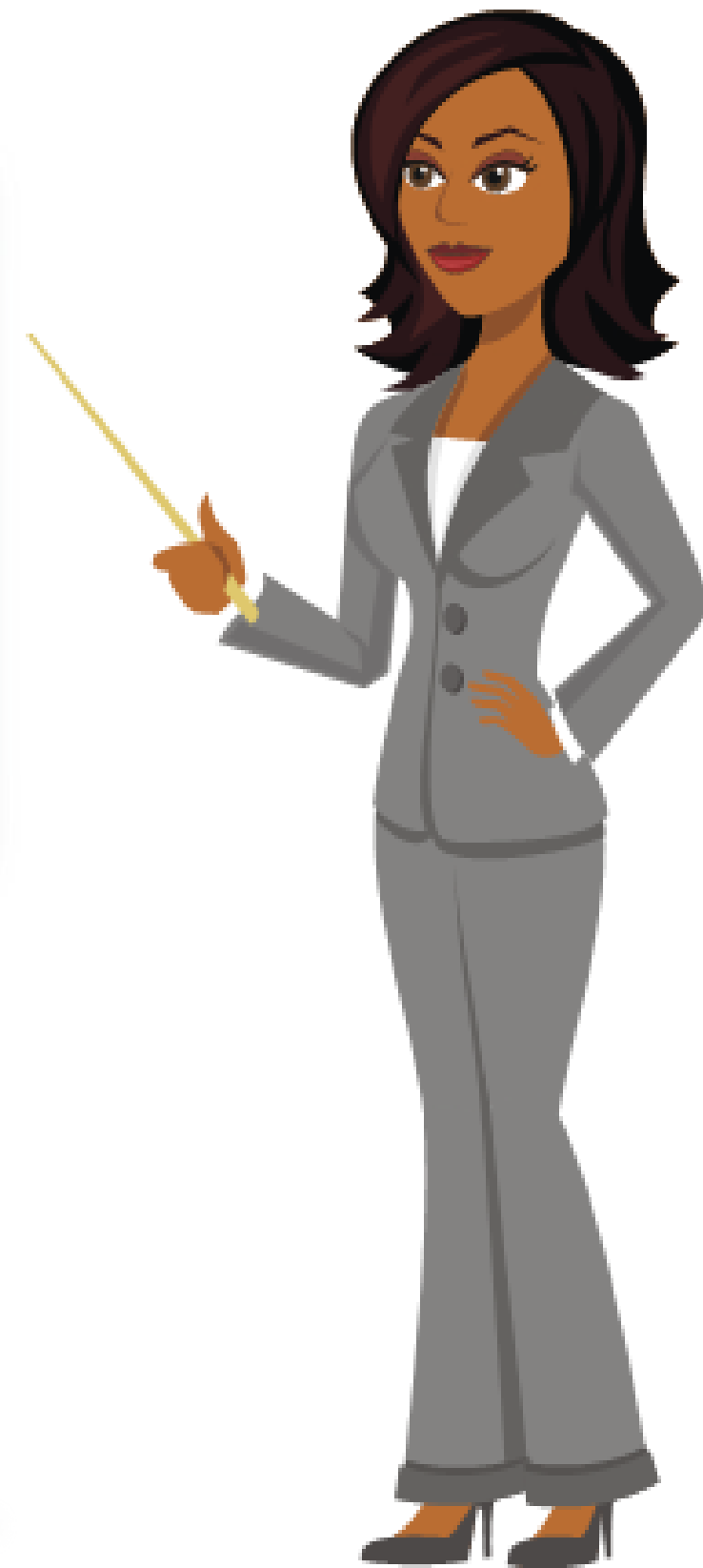
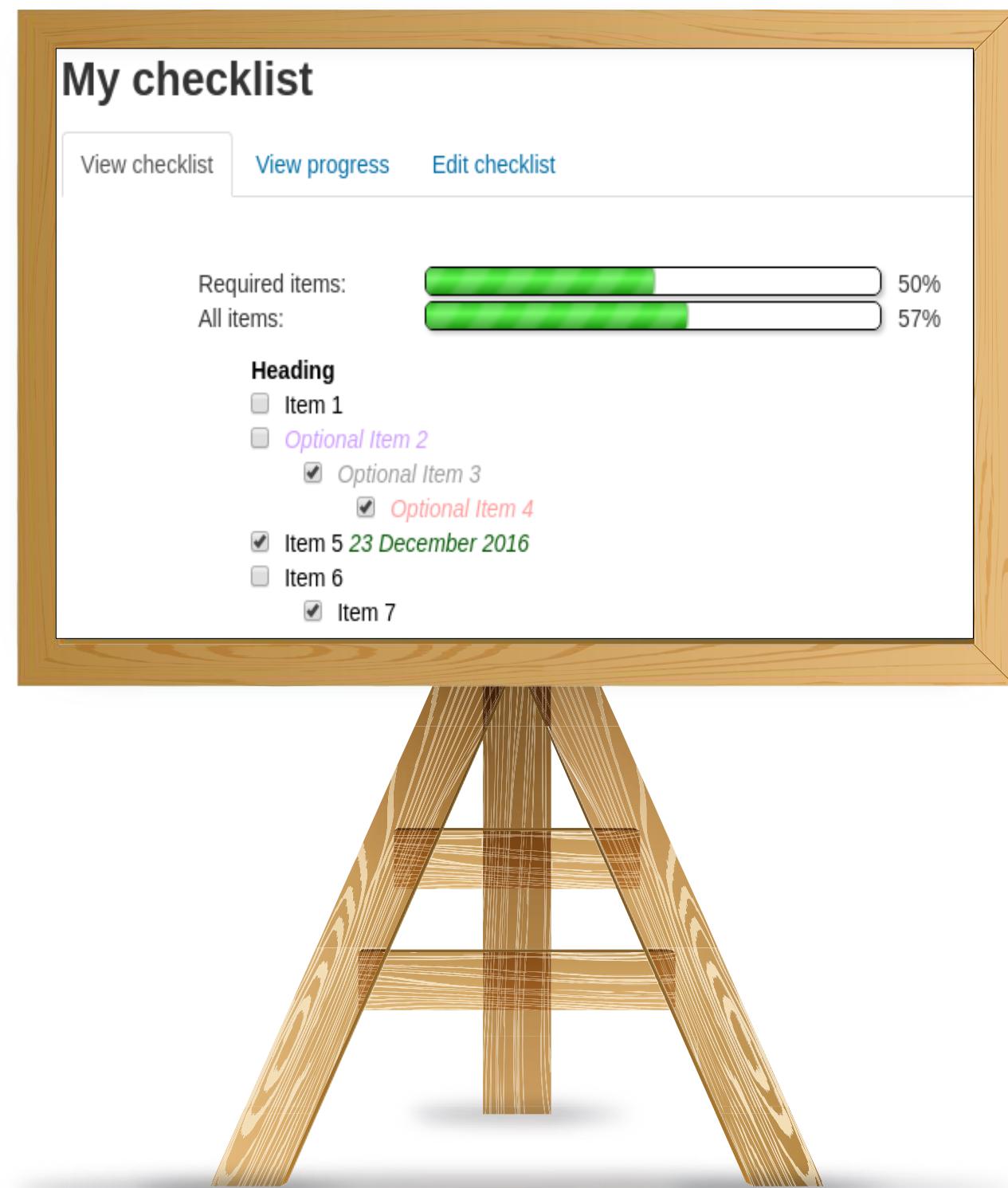
Items [Report](#)

List of items Add an item

Item name ^	Locations ?	Actions
 Coin	Bottom of the river First coin Treasure cove	⚙️ + ✕
 Golden crown	Treasure island	⚙️ + ✕
 Golden sword	Treasure	⚙️ + ✕

Checklist – progress – User has control

A checklist can be created by a teacher (or generated from the activities in a course) and then the students or teachers can check-off each item as they are completed. Shows the progress bars for all students (or a group of students) for a single checklist



The Completion Progress block is a time-management tool for students.






- ✓ Visual representation of activities to be completed
- ✓ Colour-coded for quick reference
- ✓ Overview for teachers, identify students at risk
- ✓ Combined progress on Dashboard page



Overview of students

Visible groups: All participants | Role: Student

	First name / Surname	Last in course	Completion Progress	Progress
<input checked="" type="checkbox"/>	John Jones	Saturday, 18 June 2016, 7:34 PM		58%
<input checked="" type="checkbox"/>	Michelle Murray	Saturday, 18 June 2016, 7:35 PM		33%
<input type="checkbox"/>	Suzan Smith	Saturday, 18 June 2016, 7:32 PM		42%

Select all | Deselect all | With selected users... Choose...
Choose...
Send a message
Add a new note
Add a common note

COMPLETION PROGRESS

NOW

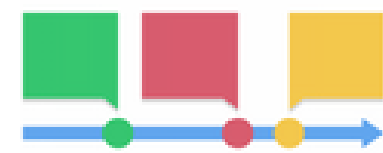


Mouse over or touch bar for info.



Content Gamification





Timeline

Create a timeline of events with multimedia



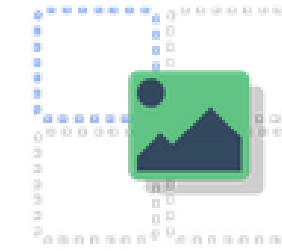
Dialog Cards

Create text-based turning cards



Documentation Tool

Create a form wizard with text export



Drag and Drop

Create drag and drop tasks with images



Interactive Video

Create videos enriched with interactions



Arithmetic Quiz

Create time-based arithmetic quizzes



Course Presentation

Create a presentation with interactive slides



Flashcards

Create stylish and modern flashcards



Iframe Embedder

Embed from a url or a set of files



Memory Game

Create the classic image pairing game

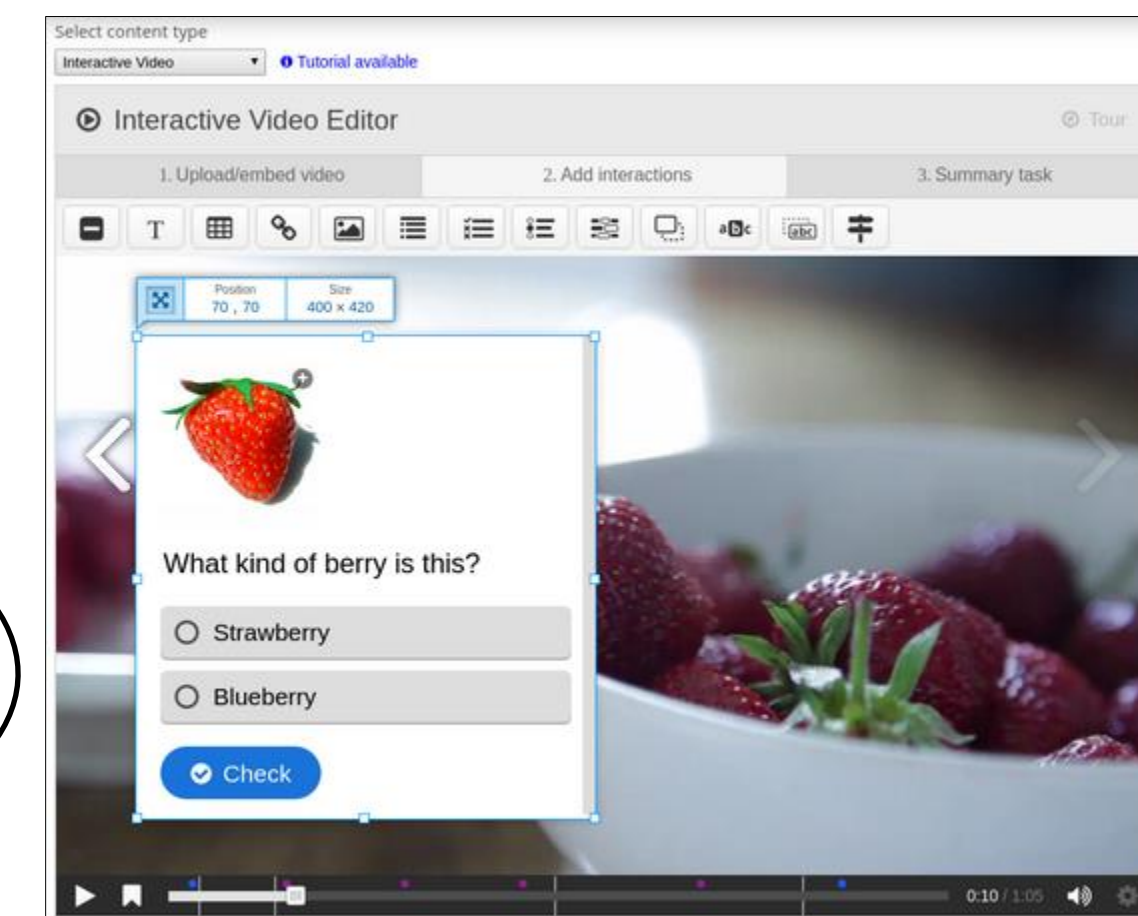
Responsive content (HTML5)

Completion-restriction criteria



35+ different types of interaction

Grades in gradebook



Αλκοόλ και Οδήγηση Βοήθεια

Όρια και Ποινές Περιεκτικότητας Αλκοόλ στο Αίμα

Ποινές

- 200€ Χρηματικό Πρόστιμο
- 5 Βαθμοί Ποινής
- Ακινητοποίηση Οχήματος




περιεκτικότητα αλκοόλ εκπνεόμενου αέρα (mg/l)
0,25 - 0,40
0,40 - 0,60
> 0,60
> 0,60 εντός 2 ετών από την προηγούμενη παράβαση
0,10 - 0,40 για νέους οδηγούς με λιγότερα από 2 έτη κατοχής άδειας οδήγησης, επαγγελματίες και οδηγούς μοτοσικλέτας

ΠΡΟΗΓ. ΕΠΟΜΕΝΟ

ΜΕΘΗΛ. ΕΙΣΩΣΕΙΟ

Παρασκευαστής: Επικοινωνήστε και αξιολογήστε τον εκπαιδευτικό υλικό

Φροντίζω τον εαυτό μου Βοήθεια



🔊 ▶ 🔄 📱 🏀 🔒

Τρίλιζα ... "Φροντίζω" να αναγνωρίζω τις υγιεινές συνήθειες



Είναι ζήτημα υγείας!

Πρόταση
Η καταστροφή της αναπνοής αρχίζει με το πρώτο τσιγάρο και η εξάρτηση στη νικοτίνη αρχίζει με την πρώτη ρουφηξιά.

Αληθής Ψευδής

Κάνε κλικ σε ένα τετραγωνάκι για να δεις την ερώτηση και να επιλέξεις το κατάλληλο κουμπί.

το καπνιστικό κομμάτι
να δεις τιλ ερωτήσι και να επιλέξεις
καθε κλικ σε ένα τετραγωνάκι για

Τα δηλητήρια του καπνού

Σωστές 0

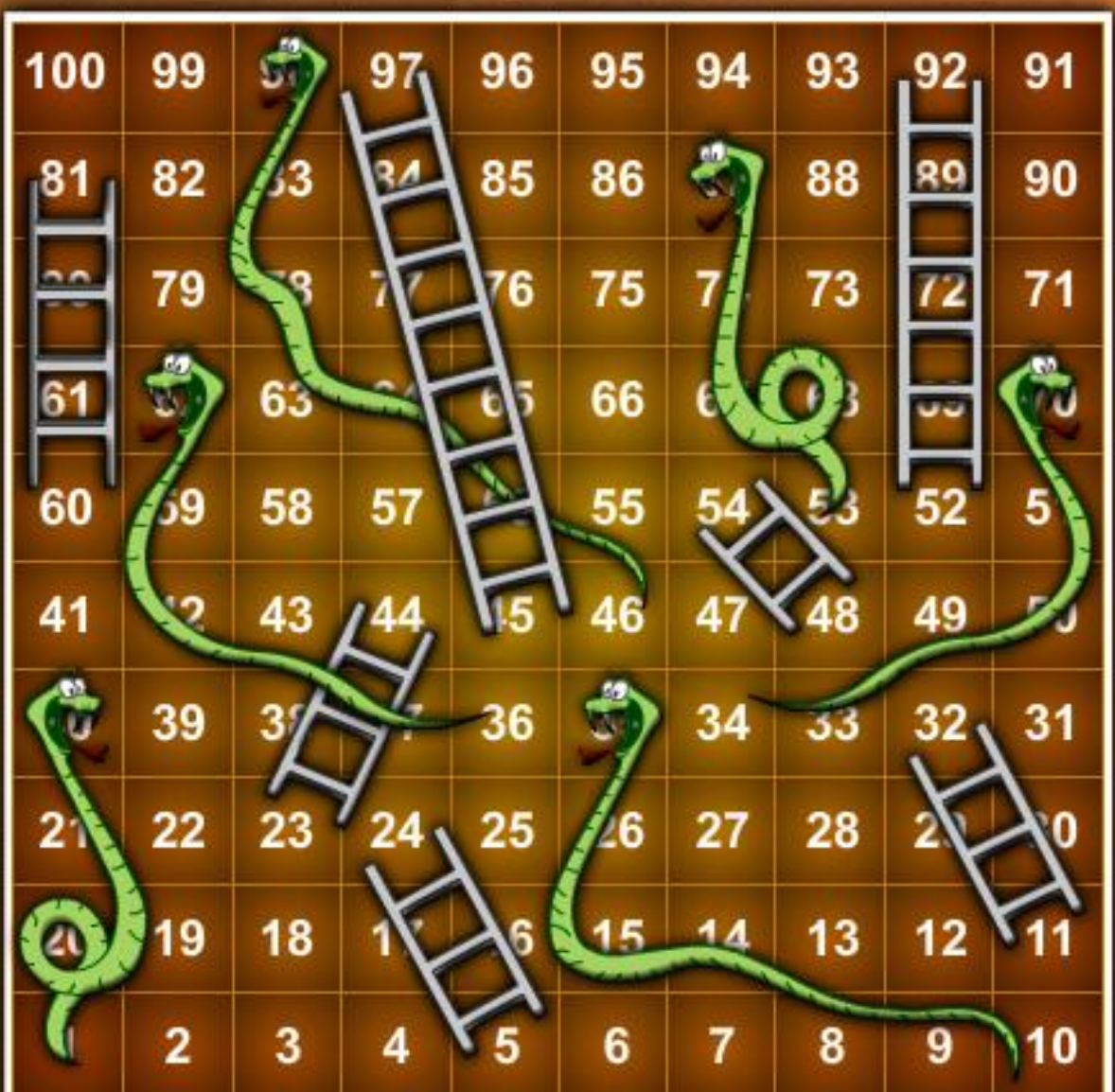
Είναι ένα δηλητηριώδες υγρό συστατικό του τσιγάρου που καταλήγει στους πνεύμονες των καπνιστών. Βρίσκεται επίσης στα απορρυπαντικά για πατώματα, τουαλέτες κ.ά.

Αρσενικό
 Αμμωνία

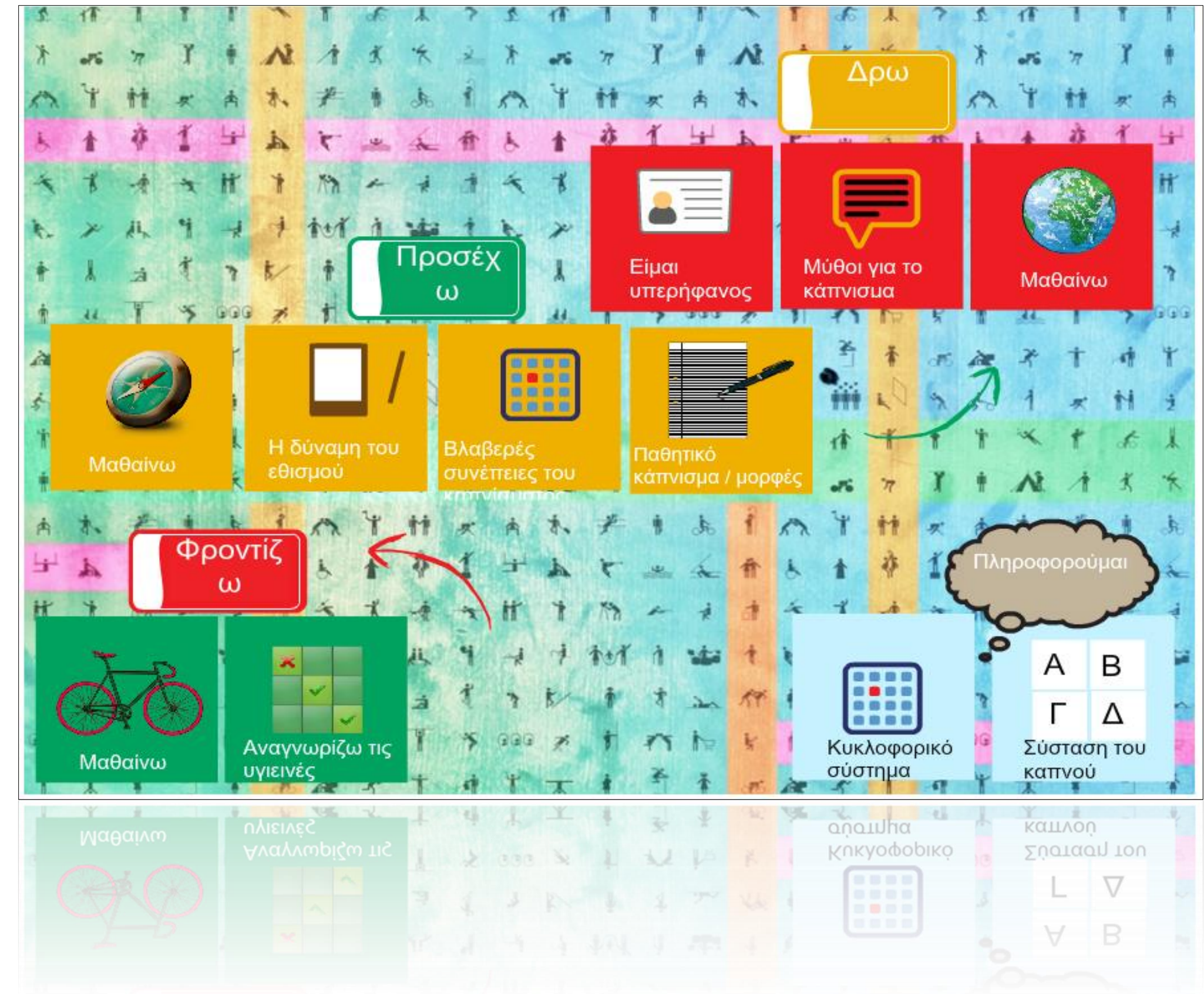
Υποβολή Τέλος Επανάραξη

Απάντησε σωστά στην ερώτηση και ρίξε το ζάρι

αυθαιμα αωσια αιμλ ερωπιαι και ρίξε το ζάρι



Glogster board as a course map in topics format with orphaned activity links.



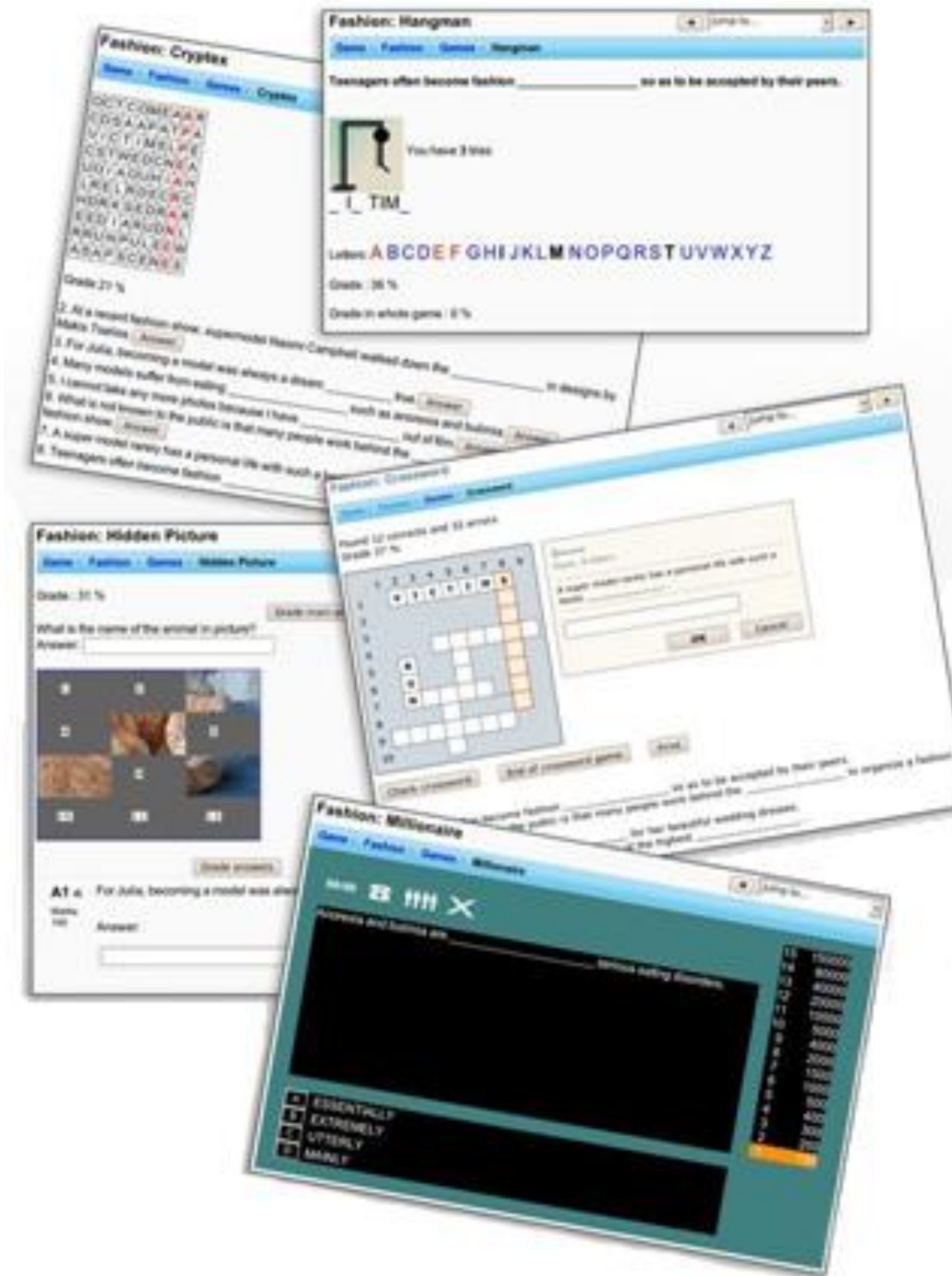




Games and Fun



- ☑ Hangman
- ☑ Crossword
- ☑ Cryptex
- ☑ Millionaire
- ☑ Sudoku
- ☑ Snakes and Ladders
- ☑ The hidden picture
- ☑ Book with questions



Create a Question Bank with questions or a Glossary with entries and design your games!



Consolidating knowledge learned in a fun way

- ✓ Quizventure is an activity which makes an arcade-type game from multiple choice and matching questions in the Question bank.
- ✓ Possible answers come down the screen as spaceships and students have to shoot the correct one to gain points.
- Loads quiz questions from the course



The Hotpot activity module allows teachers to administer Hot Potatoes and TexToys quizzes via Moodle. These quizzes are created on the teacher's computer and then uploaded to the Moodle course. After students have attempted the quizzes, a number of reports are available which show how individual questions were answered and some statistical trends in the scores.



JCross quiz made with HP6

Click on a number and fill in the words using the hints.

			1		2
	3				
4					

Check



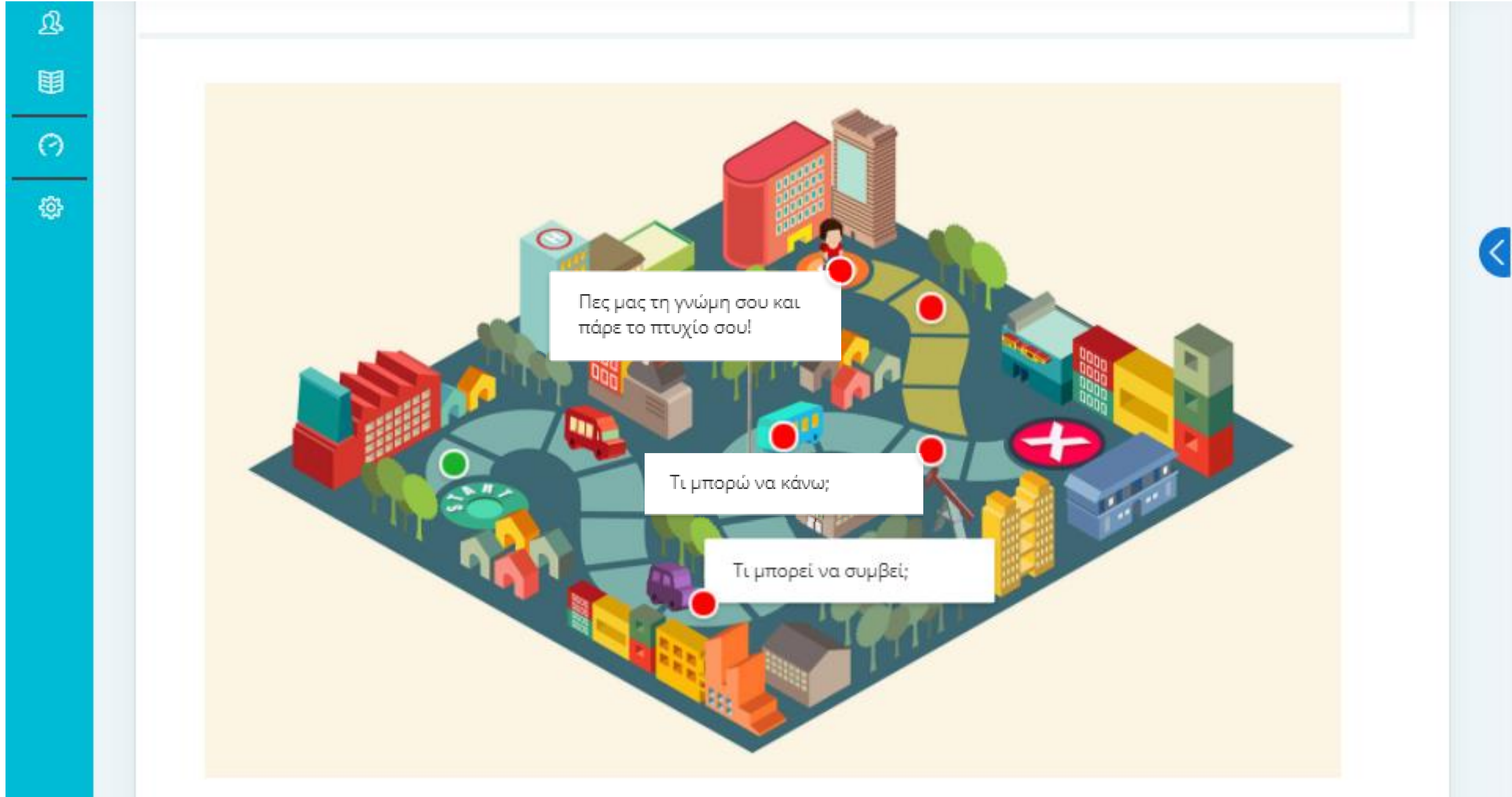
JMatch Quiz made with HPv6

Matching exercise

Drag each item on the right and drop it on the matching item on the left.

Check

high	up
hot	old
in	out
tall	short
	cold
	low



Καλωσήρθατε στο μάθημα **Το κλίμα αλλάζει**, όπου θα μάθουμε για την κλιματική αλλαγή και τις επιπτώσεις της στον πλανήτη μας!

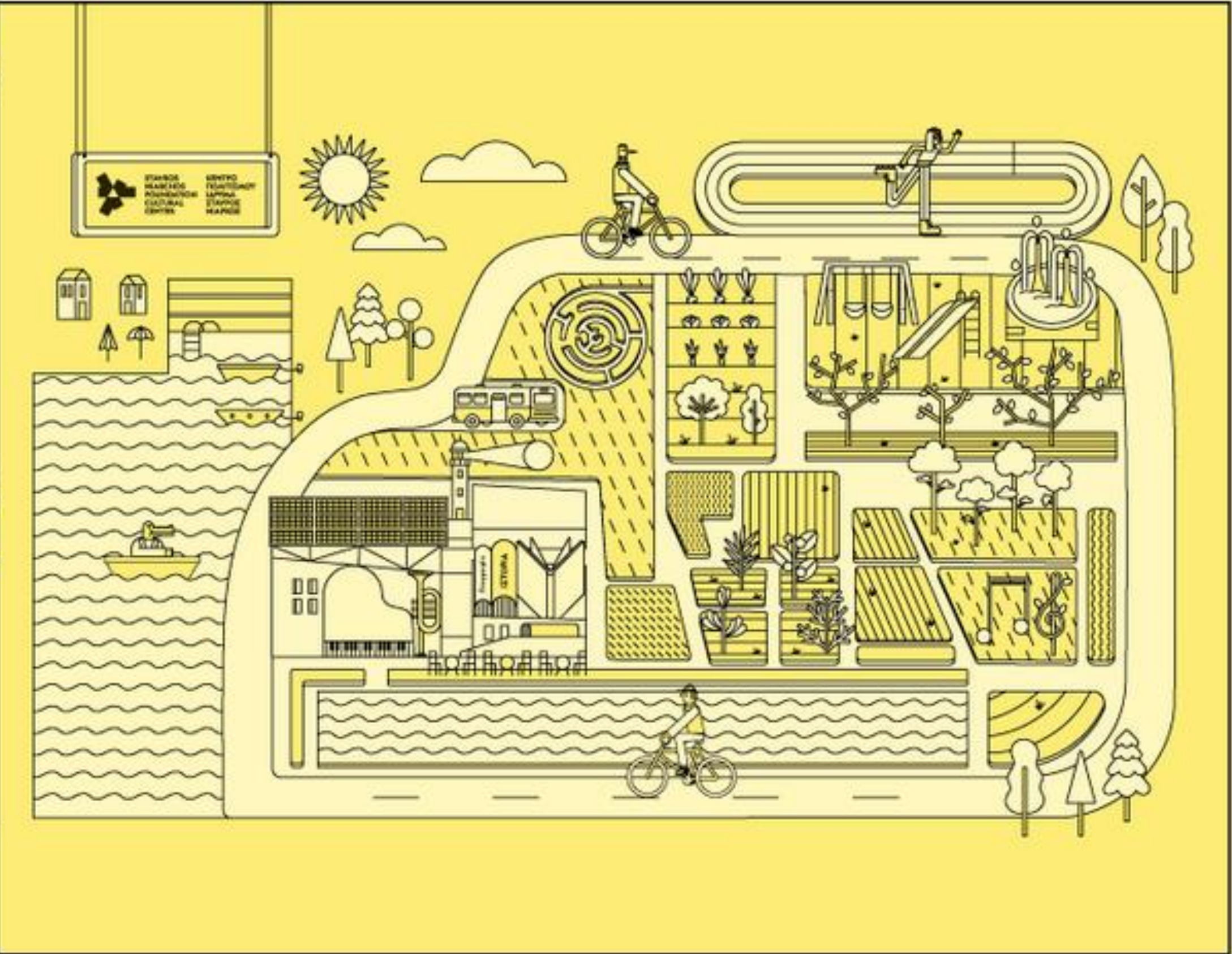
Σκοπός είναι να ανακαλύψετε όλες τις στάσεις στον χάρτη, να μελετήσετε τη θεωρία , να παρακολουθήσετε video  με πειράματα και να λύσετε κουίζ.

Ξεκινήστε από τη Στάση 1 και μόλις τις ολοκληρώσετε όλες, θα είστε έτοιμοι να υλοποιήσετε την ομαδική σας εργασία  και να λάβετε το πιστοποιητικό παρακολούθησης.

Καλή επιτυχία!



Ας ξεκινήσουμε!



STAVROS NIARCHOS FOUNDATION CULTURAL CENTER




ΚΕΝΤΡΟ ΠΟΛΙΤΙΣΜΟΥ ΙΔΡΥΜΑ ΣΤΑΥΡΟΣ ΝΙΑΡΧΟΣ




SNFCC Class

Στάση 8: Ωρα για τις δικές σας δημιουργίες!

Στάση 4: Ο φαύλος κύκλος της αύξησης της θερμοκρασίας

Στάση 6: Βιώσιμες λύσεις, χαρούμενος πλανήτης!

		
<p>MEC Moodle Educator Certification Program</p>	<p>STEM Science, Technology, Engineering, Mathematics</p>	<p>Gamification Create Gamification course with Moodle</p>

<p>89%  Program completion rate</p>	<p>94%  Student satisfaction rate (4,6 of 5)</p>	<p>95%  Program rating by students (4,76 of 5)</p>	<p>99%  Mentor rating (4,9 of 5)</p>
<p>90%  Applicability rate (4,5 of 5)</p>	<p>100%  Recommendation rate (5 of 5)</p>	<p>85%  Course content/structure rate</p>	

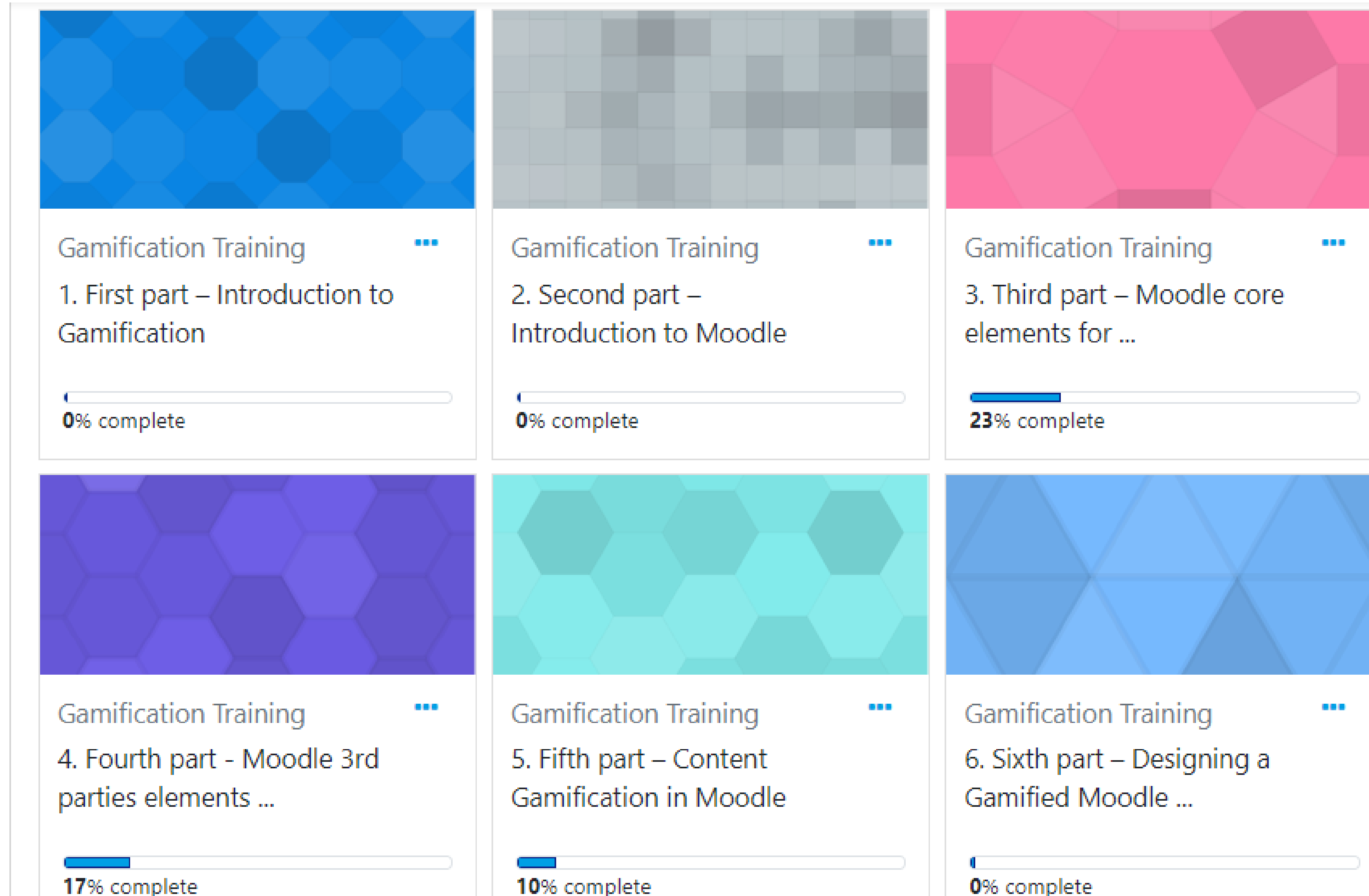


Register at: <https://widetraining.gr>



The “ Gamification in Moodle ” course has as its primary purpose to give to every participant the opportunity to learn and familiarize with Moodle tools that are appropriate for Gamification. The second and most important purpose is to give participants the opportunity to produce their own gamified-educational content by applying the knowledge they have gained.

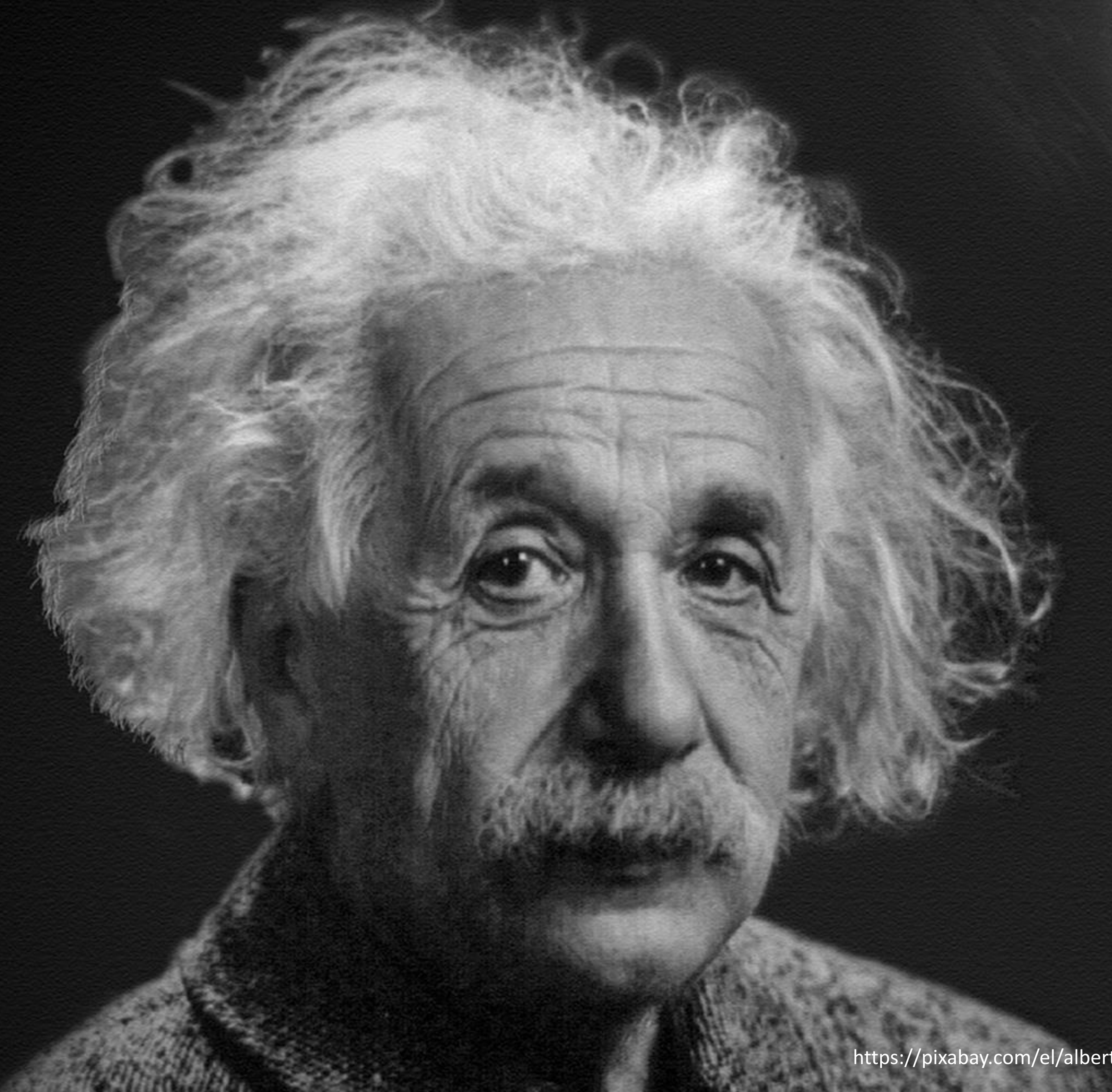
The “Gamification with Moodle” program consists from 6 units



Register at: <https://widetraining.gr/en/product/gamification-with-moodle-en>

IMAGINATION IS MORE IMPORTANT THAN KNOWLEDGE.
KNOWLEDGE IS LIMITED;
IMAGINATION ENCIRCLES THE WORLD.

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THE END