

#vaasagamedays2018

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***THE USE OF GAMES AND  
GAMIFICATION  
@UNIVAASA***

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## ***WHY THIS STUDY? - WHAT DID WE WANT TO KNOW?***

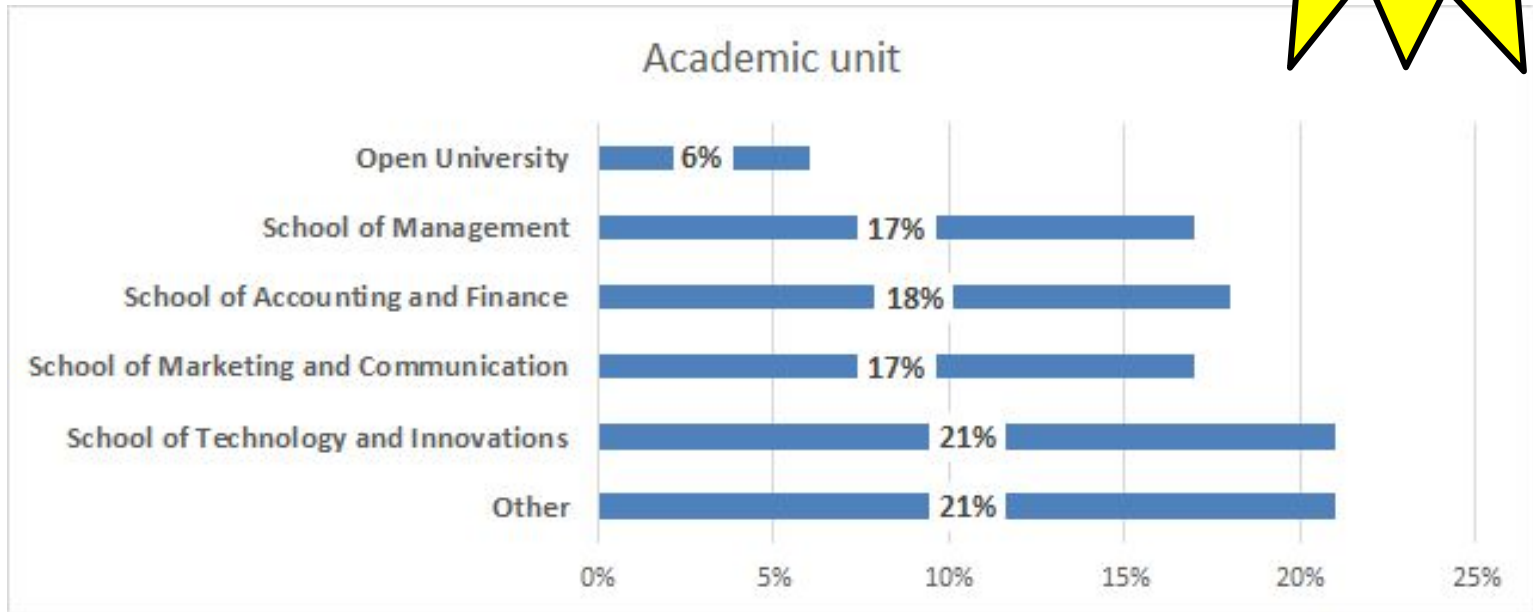
- ★ Games and gamification is a **"hot topic"** in pedagogy at the moment
- ★ What is their role in higher education?
- ★ What kinds of games or gamification elements are used by teachers @univaasa?
- ★ Why? Why not? How? Experiences?

## ***FOR THE PURPOSE OF THIS STUDY***

- ★ **Games** refer to any game utilised in teaching. They can be for example board games, digital games or role plays.
- ★ **Gamification** refers to using game-like elements, such as storytelling, competitiveness, scoring systems, levels, progress monitoring or other similar elements familiar from games in other contexts, such as in teaching.

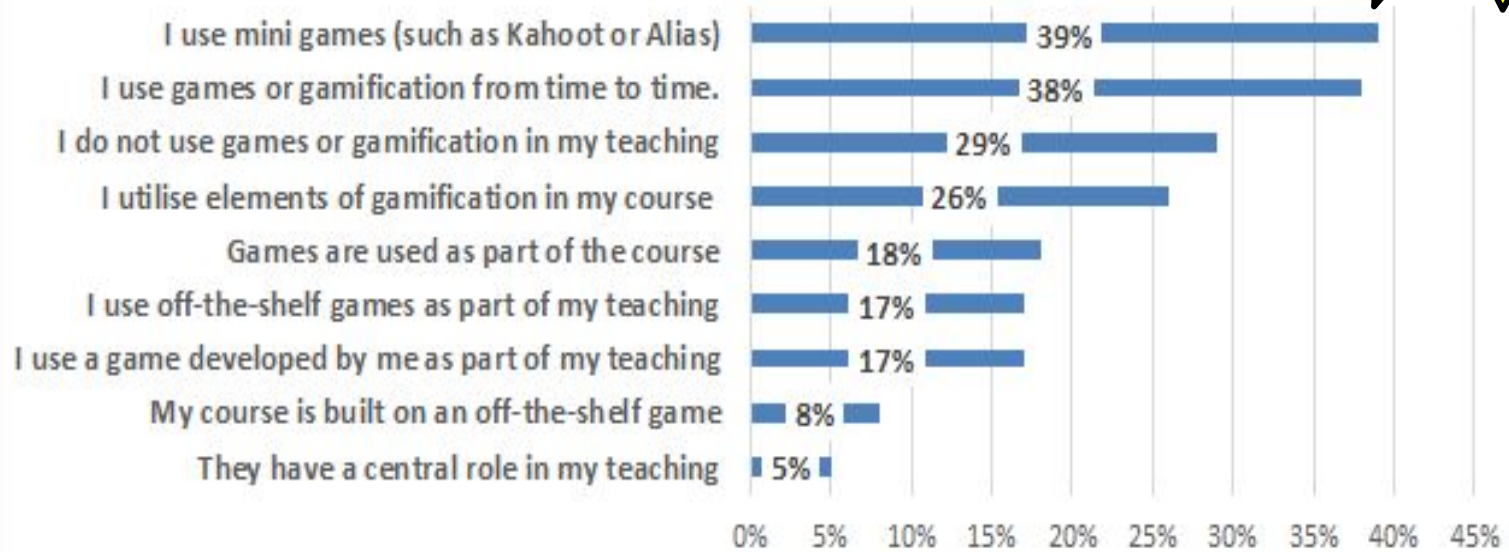
# WHO PARTICIPATED?

n=66, 39F, 27M



**MINIGAMES  
FROM TIME TO  
TIME**

1. What role do games and/or gamification have in your teaching?



## ***THE USE OF GAMES***

“Games refer to any game utilised in teaching. They can be for example board games, digital games or role plays.”

**WHICH GAMES  
HAVE YOU USED?**



## ***WHAT HAVE YOU WANTED TO ACHIEVE BY USING GAMES?***

Create open atmosphere for learning

Bring reality to classroom, application of skills, working life skills

Interaction, teaching teamwork skills

Promote interest, entertainment, variation, versatility

Promote self-evaluation

Activate, motivate and engage learners

Reassurance of learning, repetition

**BETTER LEARNING  
OUTCOMES**



## ***IF YOU ARE NOT USING GAMES - WHY NOT?***

- ★ Lack of awareness of knowledge
- ★ Concern for poorer learning outcomes
- ★ Unclear benefits to a course
- ★ Lack of resources (time)
- ★ Lack of ready-made games

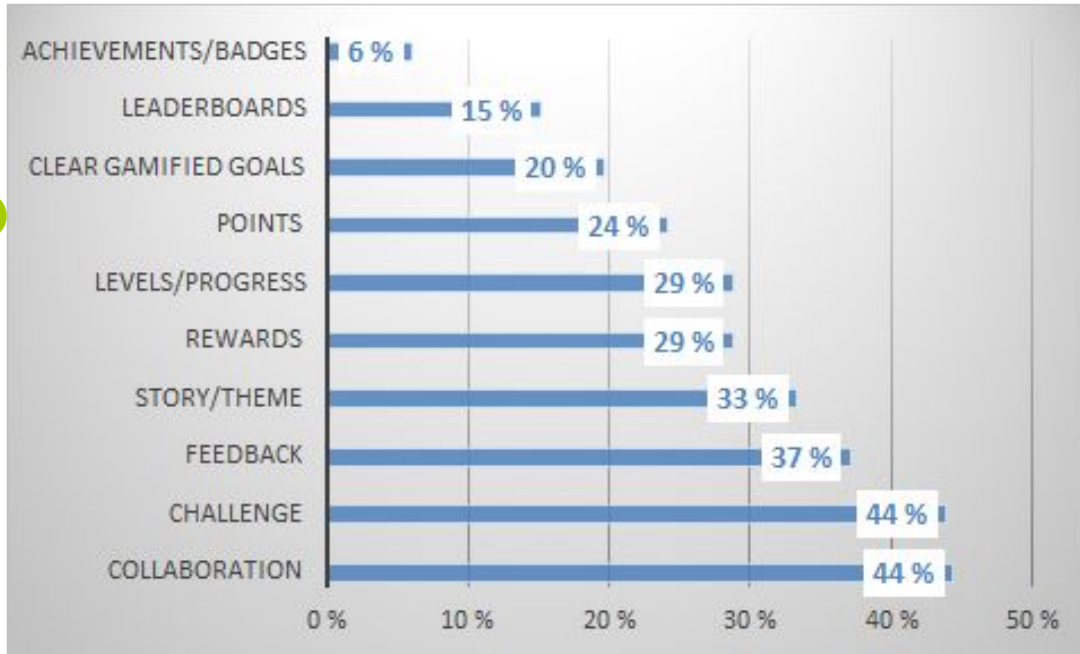
# ***THE USE OF GAMIFICATION***

“Gamification refers to using game-like elements in other contexts, such as teaching.”

# TYPICAL GAMIFICATION ELEMENTS



# WHICH OF THE ELEMENTS OF GAMIFICATION HAVE YOU USED?





***EXPERIENCES OF UTILISING  
GAMES AND/OR GAMIFICATION***

## ***POSITIVE EXPERIENCES***

- ★ enthusiasm, both teacher and students
- ★ variation in teaching methods
- ★ learning is more social
- ★ learning becomes visible
- ★ creates a safe learning environment
- ★ students active agents in learning and teaching
- ★ increased interest in the learning outcomes and course contents
- ★ helps in memorizing facts

***MOSTLY POSITIVE  
EXPERIENCES***

## **CHALLENGES**

- ★ Is memorizing important?
- ★ Moodle and other technical challenges
- ★ Not everyone likes competition
- ★ Rewarding for some actions and not rewarding for something else
- ★ It is challenging if the student is not willing to cooperate
- ★ Too many similar components in the same course
- ★ No time
- ★ I will not take a risk by using new methods

**TECHNOLOGICAL &  
PEDAGOGICAL**

## ***SOME FEEDBACK GIVEN BY STUDENTS***

- ★ Mostly very positive
- ★ Variety, fun, enhances learning, don't wanna stop
- ★ Experiences vary – some love, some ignore
- ★ Different learners prefer different methods
- ★ Can be challenging, time consuming, yet benefits are clear
- ★ Teachers need to be able to motivate, explain and guide students through the process: clarity needed and appreciated

***MOSTLY POSITIVE,  
CONCERNS AS WELL***



***REMEMBER THE FEEDBACK!***



<http://bit.ly/VGDseminar>

## ***DISCUSSION***

- ★ Games and/or gamification is used in many different ways
  - And in different roles
- ★ Teachers see clear pedagogical benefits,
  - Engaging, motivating, fun, ...
- ★ But also worries
  - Challenging, time consuming, not worth the effort, ...
- ★ Indeed – not every course needs games and gamification
- ★ More information about possibilities and research results is wanted

# WHAT'S NEXT?

<http://bit.ly/VGDseminar>

## ★ Practise

- A workshop for teachers (16.5.2019)
- Digital teaching and learning @univaasa  
<https://www.univaasa.fi/en/sites/digiopetus/>
- Teachers' toolbox in Moodle

## ★ Research

- Further analysis of the survey results and interviews
- Further research needed!
  - Join the univaasa HE research clan
    - Kick off 9.1. Klo 8.30–10
  - Conference tracks on higher (business) education @univaasa
    - Academy of Management 2019, IB2019
    - <https://www.univaasa.fi/en/sites/nff2019/>
    - <https://www.univaasa.fi/en/sites/ibconference/>
  - Feel free to contact! [minna-maarit.jaskari@univaasa.fi](mailto:minna-maarit.jaskari@univaasa.fi)

# Q&A!

Any questions? You can find me at

Email: [minna-maarit.jaskari@univaasa.fi](mailto:minna-maarit.jaskari@univaasa.fi)

Twitter @timetorethink #digame



Feedback:

<http://bit.ly/VGDseminar>

# JANNE AIJÖ

Congratulations!



**GAME**  
**OVER!**



Have a safe trip home!

# WHICH OF THE ELEMENTS OF GAMIFICATION HAVE YOU USED?

