

Opening the eyes of teachers to be - gamification in visual art education

Matilda Ståhl

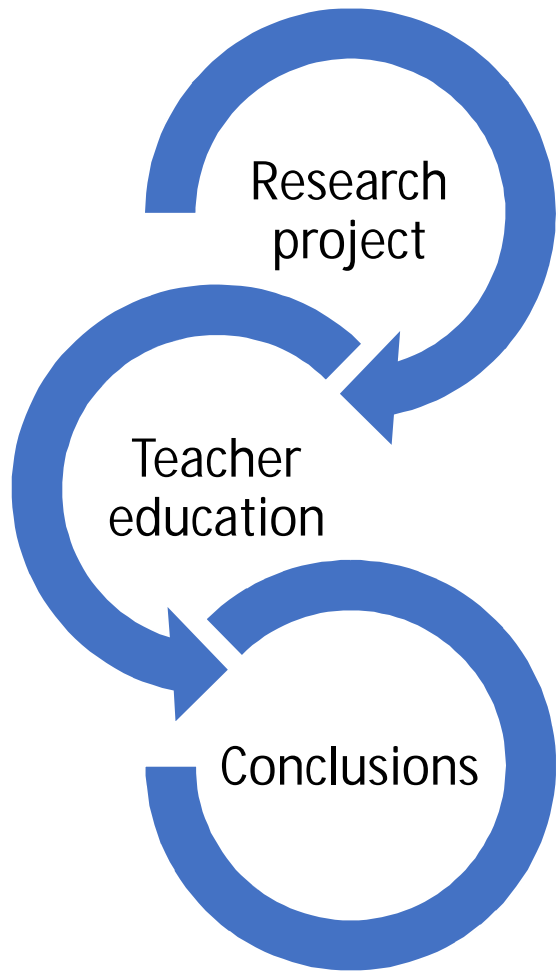
Åbo Akademi University
Vaasa Game Days 29.11.2018

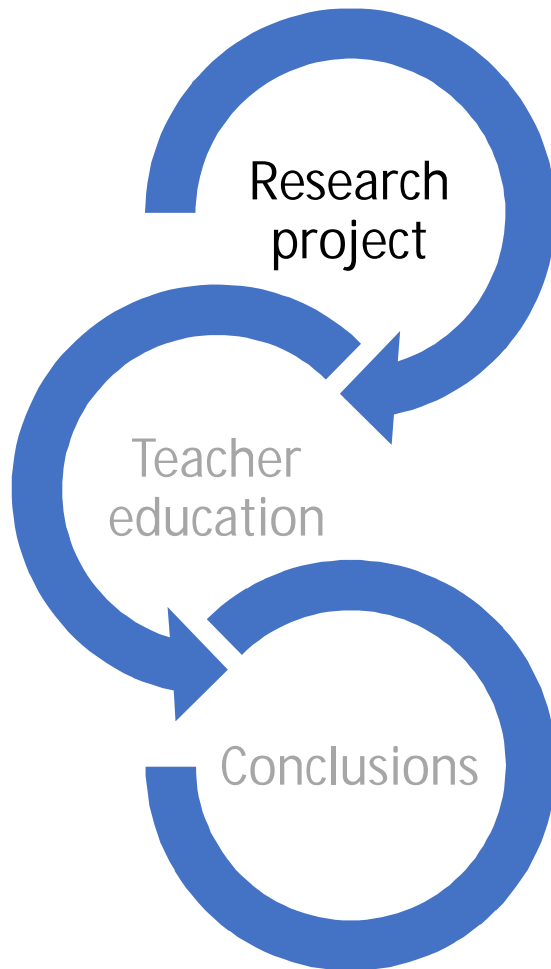
Matilda Ståhl

Master of Education-
Games, gender and learning

Doctoral student in Educational Sciences -
*Identity construction, visibility and learning
in video games and social media*

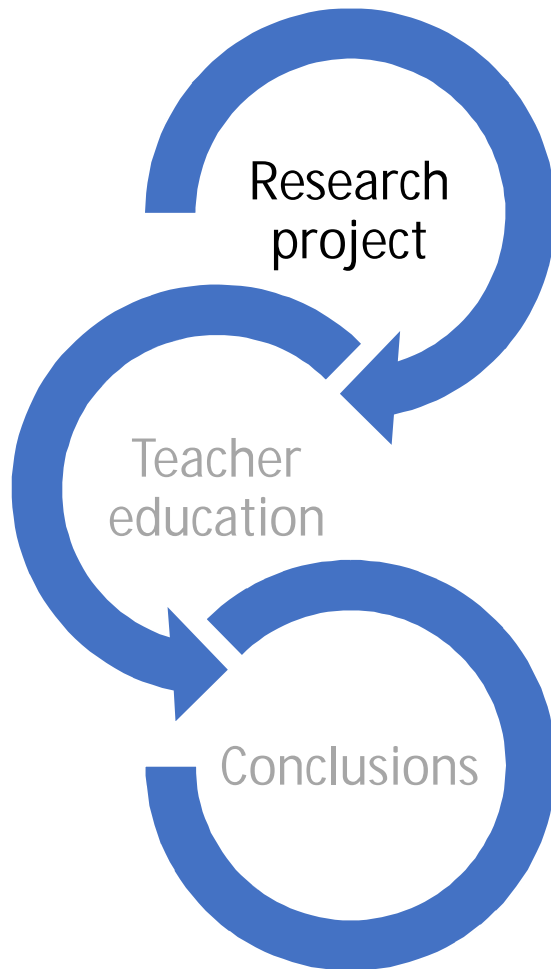






Gamification in Visual Art Education

- Participatory Action Research project
Matilda Ståhl (ÅAU)
Hannah Kaihovirta (University of Helsinki)
Minna Rimpilä (Vasa övningsskola)
- Primary education, year 6 (12-13 years old)
- Spring of 2017 during a total of three days
- Video recordings



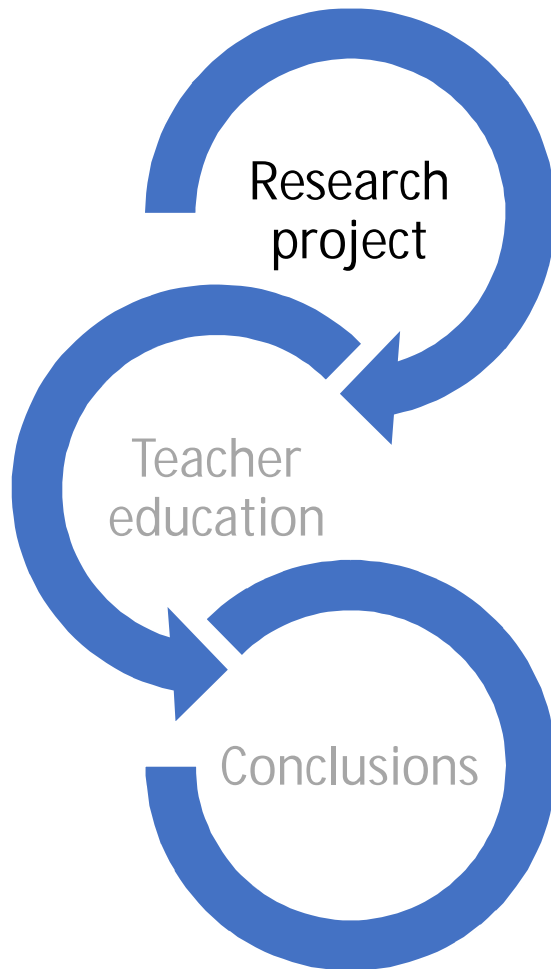
Gamification in Visual Art Education

Finnish core curricula, year 1-6:

When choosing the method to work with one should use the possibilities provided by games and gamification.

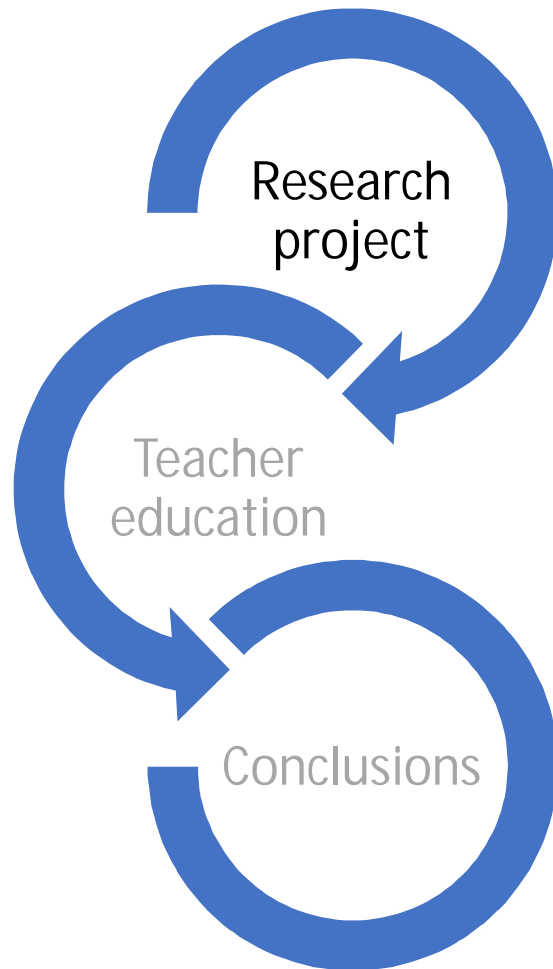
”Vid valet av arbetsätt ska man använda sig av de möjligheter som spel och spelifiering erbjuder.” (Utbildningsstyrelsen, p. 31)

”Työtapojen valinnassa hyödynnetään pelien ja pelillisyyden tarjoamat mahdollisuudet.” (Opetushallitus, p. 31)



Gamification in Visual Art Education

- "'gamification' as the use of game design elements in non-game contexts"
(Deterding et al, 2011)
- gamification is often seen as "a form of motivational design" (Palmquist, 2018)
- "we are seeing a welcome broadening from points/badges/leaderboards to other features and aspects of game design..." à need for more empirical research
(Nacke & Deterding, 2016)
- "We need more good empirical research on the impact of gamification"
Zac Fitz-Walter, Gamification Europe, Amsterdam



Gamification in Visual Art Education

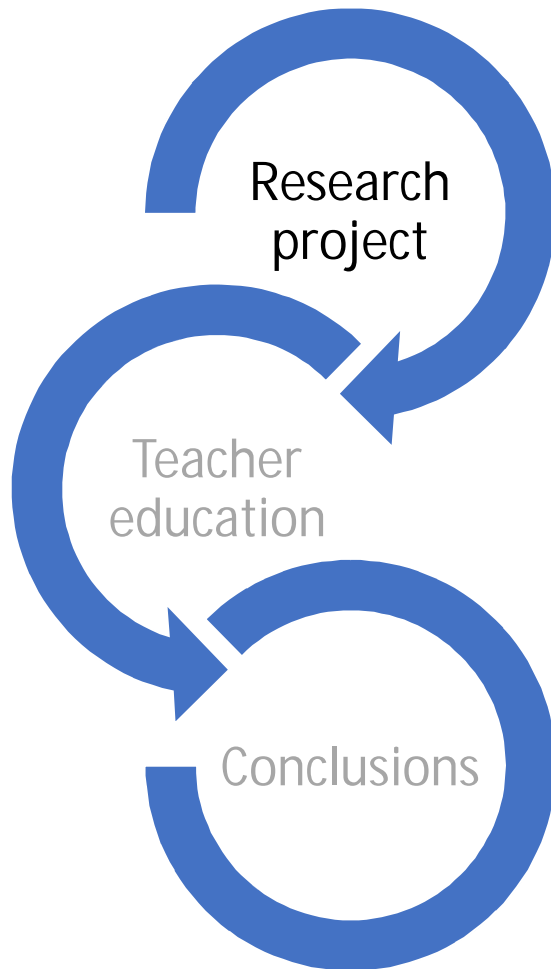
- Work in pairs!
- Watch the game trailers (Shelter, Broken Age, Thumper, Journey and Night in the Woods) and choose a game to work with
- Choose a scene that inspire you
- Create your own interpretation of that scene using pen and paper
- Create three different layers: fore-, middle- and background
- Take a photo of your combined layers. Think about light and depth!

(Ståhl, Kaihovirta & Rimpilä, 2018)



https://upload.wikimedia.org/wikipedia/commons/c/c4/Shelter_-_Poster_2.jpg

Shelter (PEGI 12)







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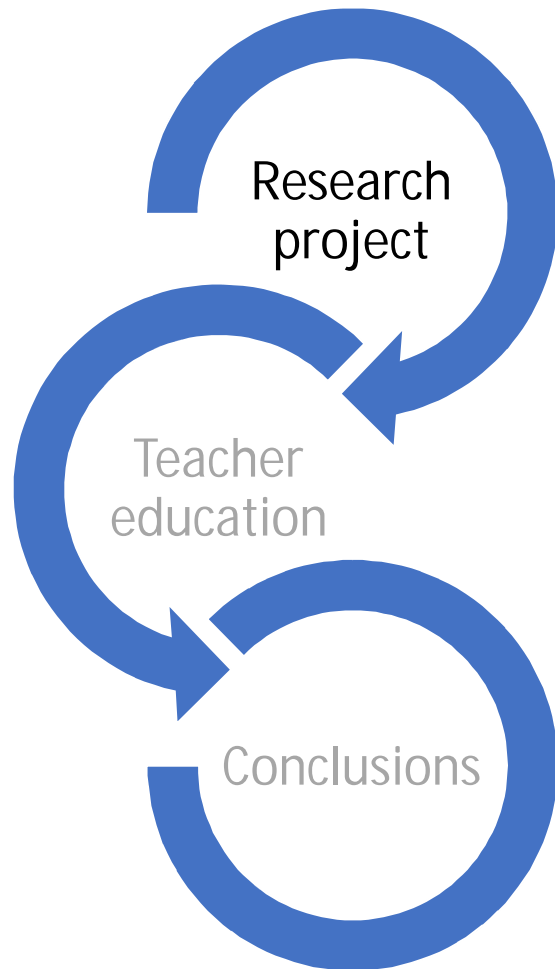
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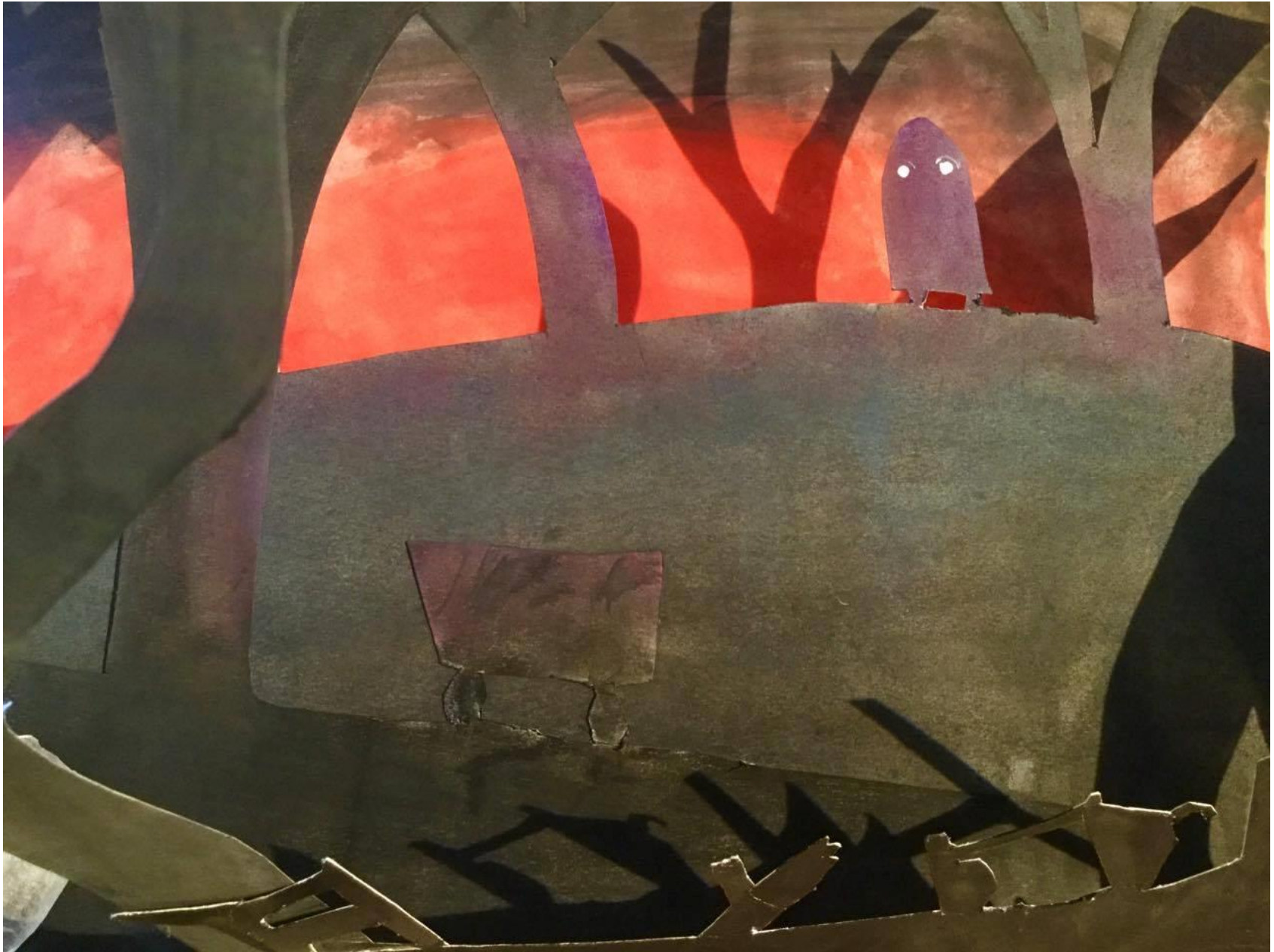
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Night in the woods (PEGI 12)





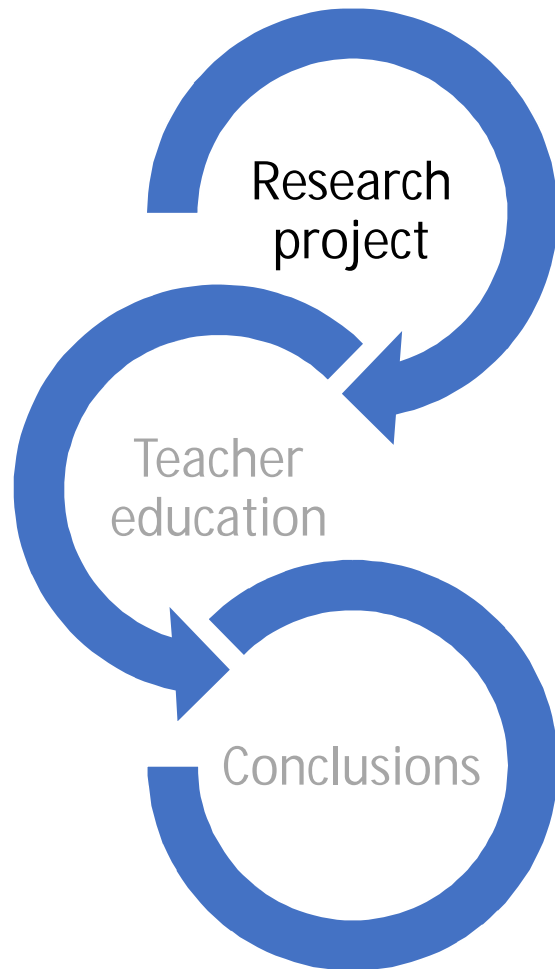


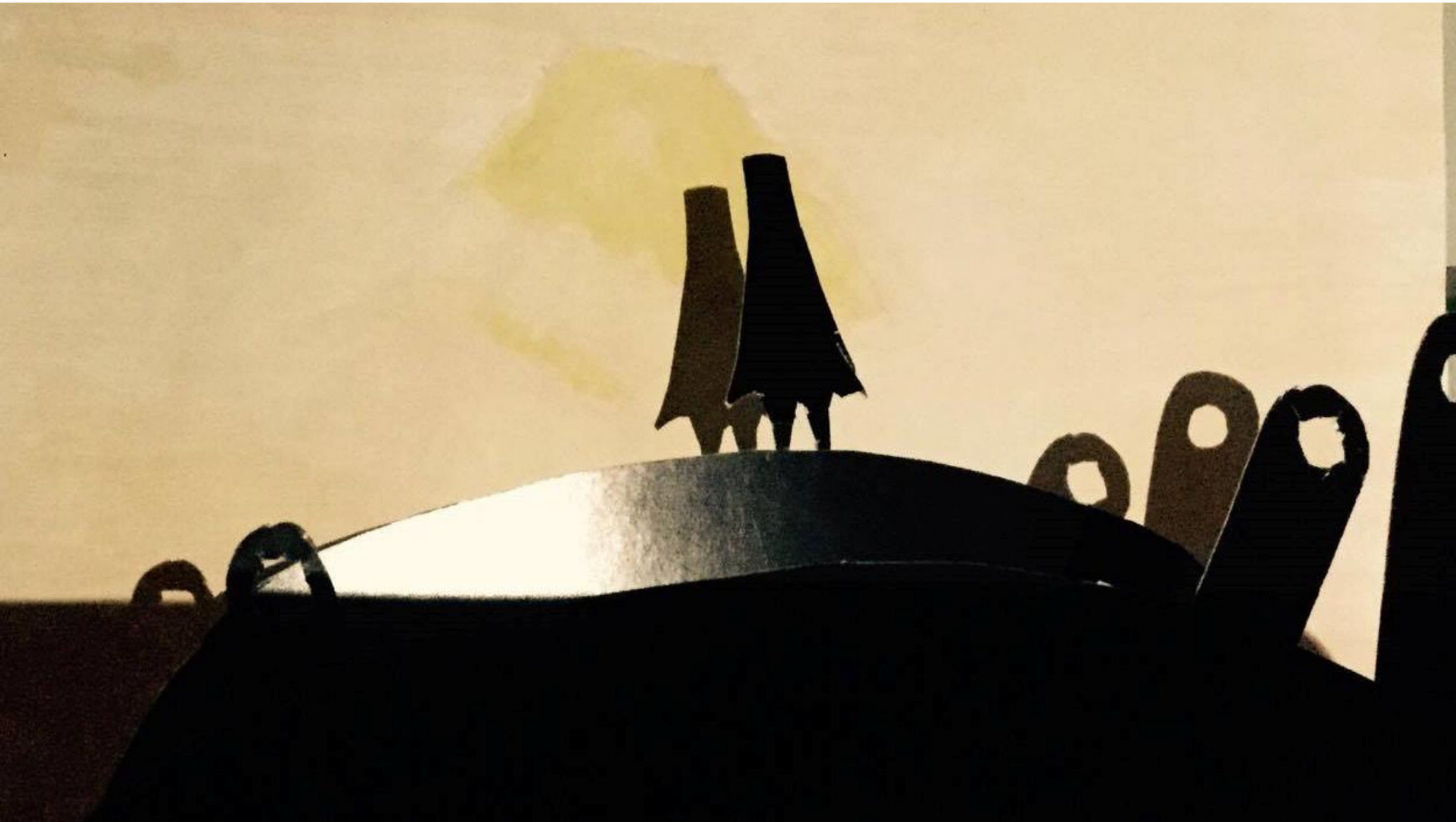




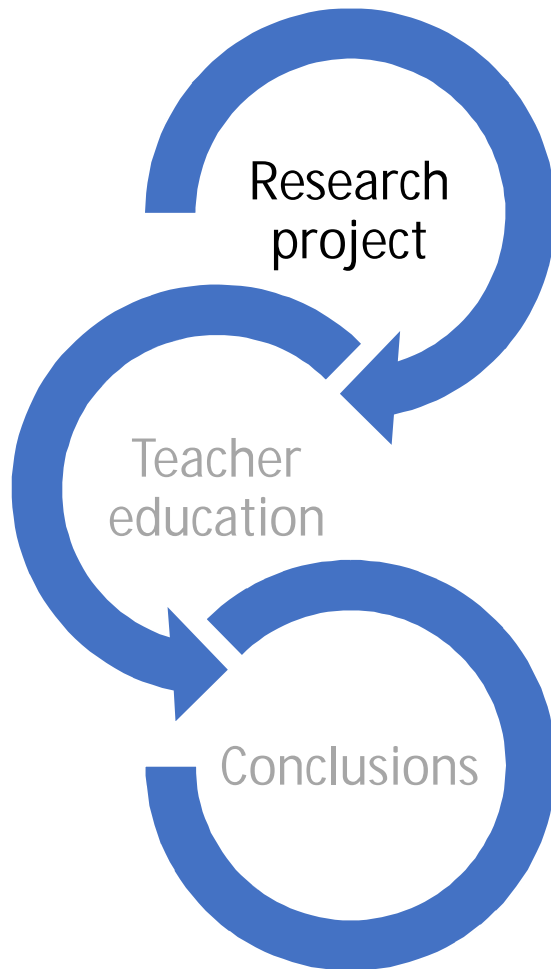
<https://www.deviantart.com/hudporco/art/Journey-408040138>

Journey (PEGI 7)





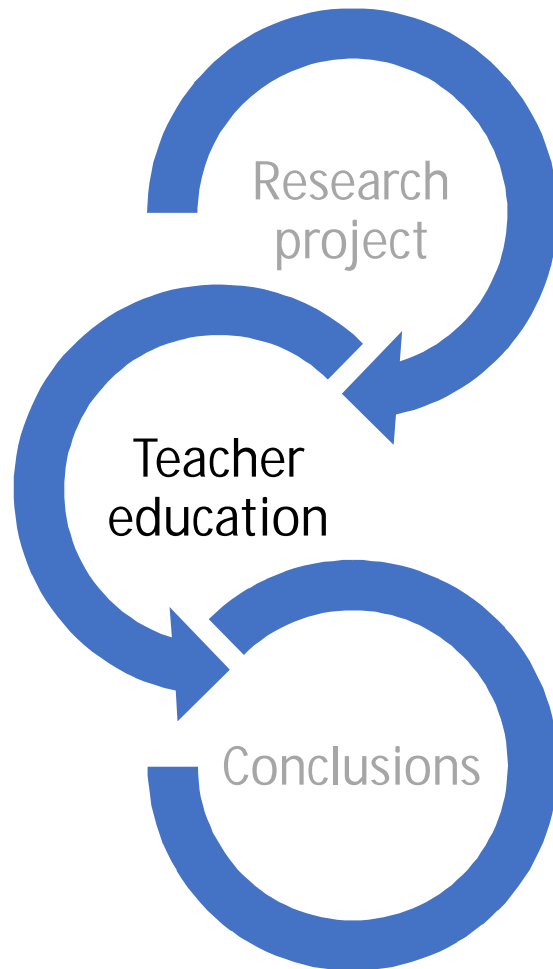




Gamification in Visual Art Education

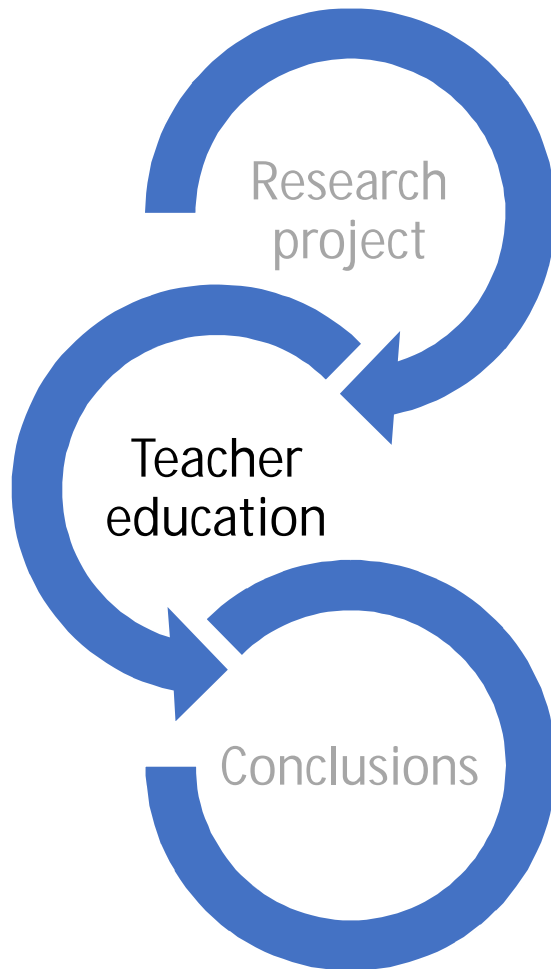
- Depth: foreground, middleground, background
à *Worked brilliantly, competent visual arts teacher*
- Visuals of a video game as art
à *The students needed teacher support*

(Ståhl, Kaihovirta & Rimpilä, 2018)



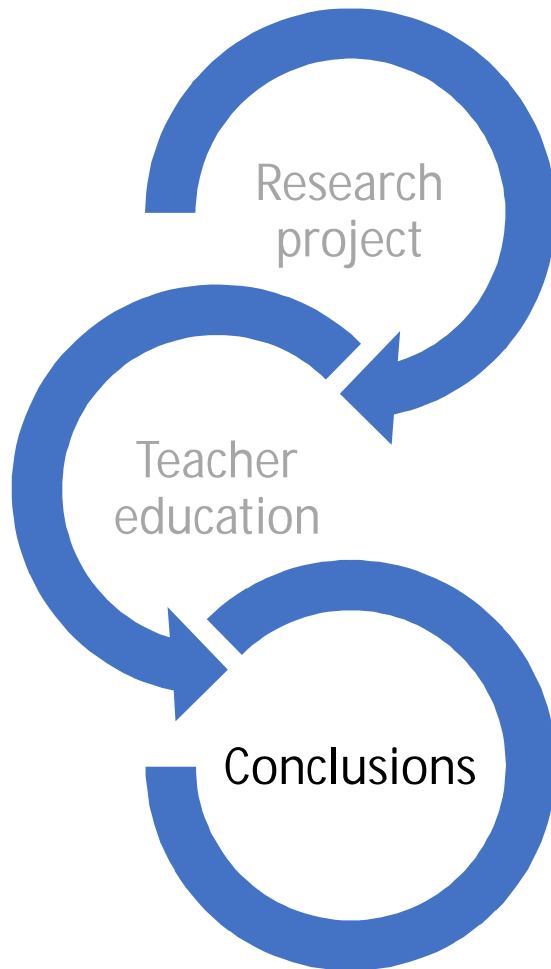
Gamification in Visual Art Education

- How to include current research in teacher education?
- First year teacher students, spring 2018, 3 x 90 min
- Obligatory course in visual art education (primary teachers, special education teachers, language immersion teachers)



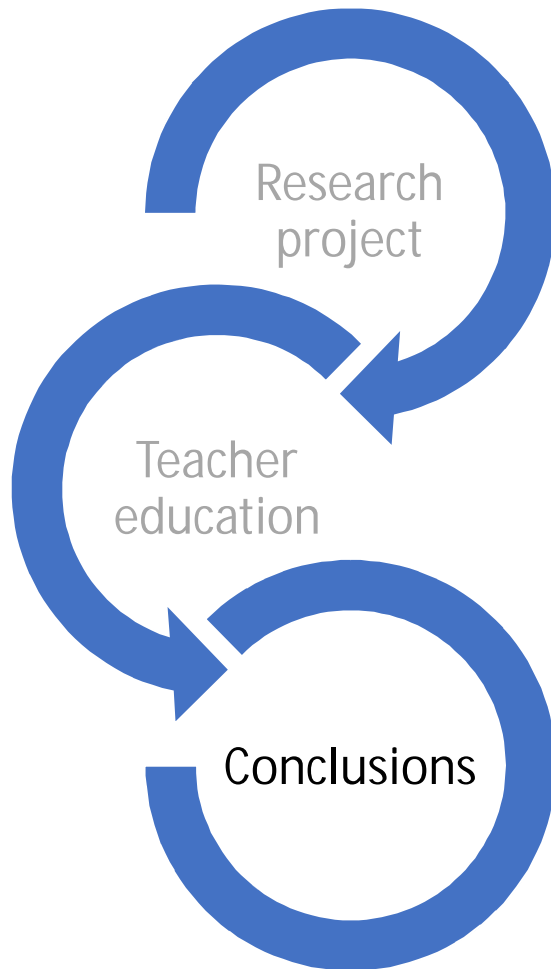
Gamification in Visual Art Education

1. Introduction (what is a game, what is gamification)
2. Analysis in groups
 - Watch the trailer. First impression of the visuals of the game.
 - Watch the video data provided twice.
Collaboration, technique, visuality in game.
Choose a short sequence to show the others.
3. Presentation of analysis



Gamification in Visual Art Education

- The teachers to be got a glimpse of what educational research can be and a understanding of research ethics
- The teachers to be got educational insights on different levels



Gamification in Visual Art Education

"By analysing research data we realised that sometimes it is difficult for the teacher to know how active a specific student actually is when they work together."

Teachers role
in general

"Watching the video of the students working together gave me insight into how you can work with games in reality and what aspects of visual art education that is possible to connect to games."

Visual Art
Education

"This way, the students realise that games are more than the mission to complete or the monsters to kill. They realise how the game was created and the visual experiences they provide."

Games
as Art

References

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Studentlitteratur

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Thank you for your attention!

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