AUGUSTA

UNIVERSITY

QUESTION

What was your favorite game
from your childhood?

3+ points!

EARN POINTS

WINNER CHOICES A PRIZE BEHIND ONE OF THESE DOORS!

DOOR 1

DOOR 2

DOOR 3

CENTER FOR
INSTRUCTIONAL INNOVATION
AUGUSTA.EDU/INNOVATION

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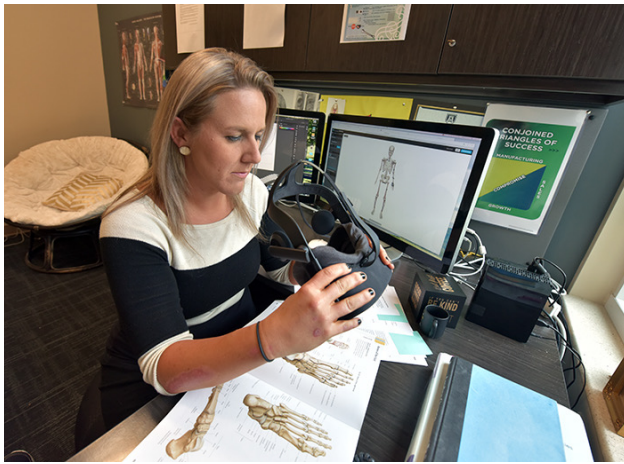
We partner with faculty to bring inspiration and innovation to teaching and learning.

WHY MOTIVATION?

Sharing knowledge of motivation and gamification.
*We believe stude**n**t engagement drives achievement.*



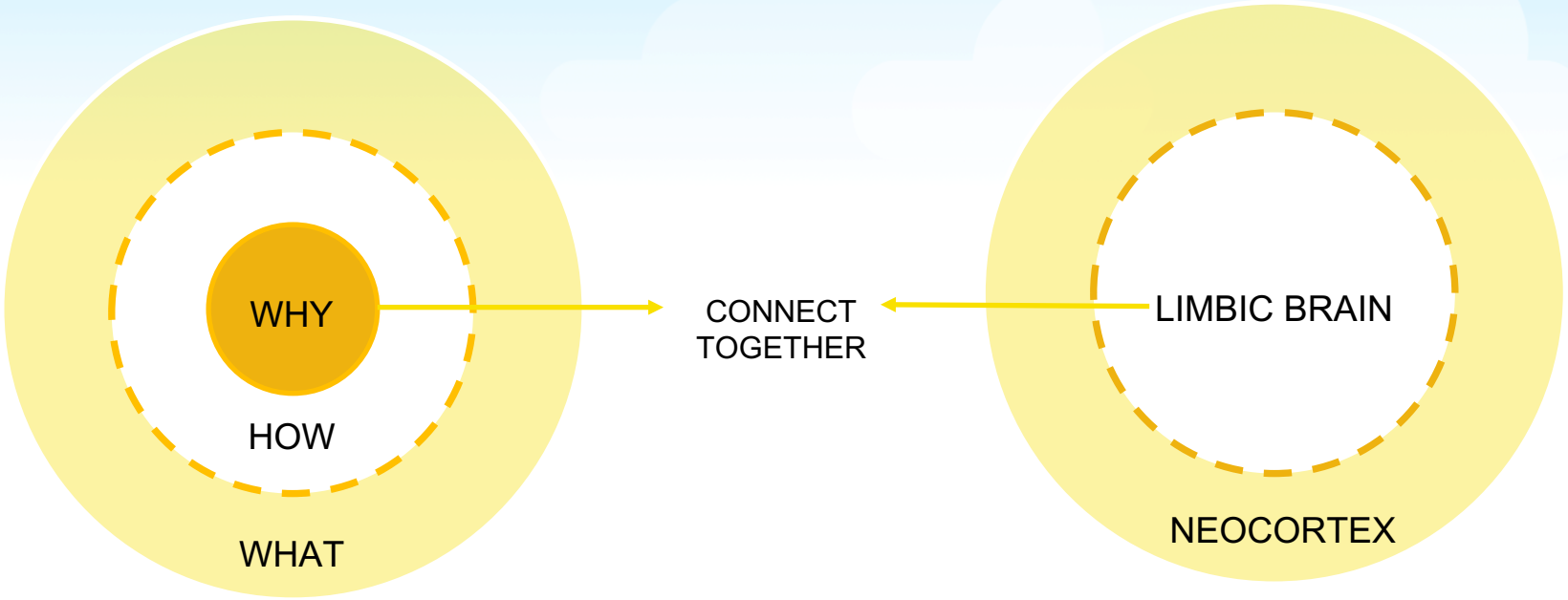
THINK DIFFERENTLY

I have to do this	I CHOOSE TO
I can't do this	EFFORT CREATES EXCELLENCE
What's in it for me?	AUTONOMY

SINEK'S **G**OLDEN CIRCLE

GREAT LEADERS COMMUNICATE FROM THE **INSIDE OUT**

HUMAN BRAIN

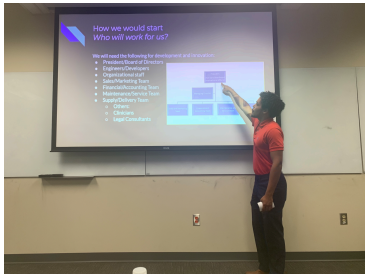


WHY: PURPOSE, MOTIVATIONS, BELIEFS
HOW: PROCESS, ACTIONS, REALIZATIONS

LIMBIC BRAIN: TRUST, BEHAVOIOR, DECISION MAKING

WHAT: RESULT, PROOF

NEOCORTEX: RATIONALISTATION AND COMMUNICATION



INNOVATE

SPRING 2020 STUDENT CASE STUDY COMPETITION

JUDGES PANEL

Dr. Tom and Kandee Clark
EXECUTIVE DIRECTOR
THE ALLIANCE FOR FORT GORDON

Mallary Myers, MSN, RN-BC, NEA-BC
VP, CHIEF INNOVATION OFFICER
AUGUSTA UNIVERSITY HEALTH

Christopher D. McKinney, DA, MBA
AVP, INNOVATION COMMERCIALIZATION
AUGUSTA UNIVERSITY

Joe Dworaczyk, PMP
PROGRAM MANAGER
SENECA SOLUTIONS

INNOVATION CORE COMMITTEE

Vahe Heboyan, PhD
ALLIED HEALTH SCIENCES

Scott Thorp
INTERDISCIPLINARY RESEARCH

Lynsey Ekema, MSMI, CMI
INSTRUCTION FOR INNOVATION

Catherine Slade
SCHOOL OF BUSINESS

LITERATURE REVIEW PANEL

Te'Asha Curtis
MASTER OF PUBLIC ADMINISTRATION PROGRAM

Ruby Parveen Syed
MASTER OF PUBLIC ADMINISTRATION PROGRAM

Jessika Douglas, BSHP, CHES
MASTER OF PUBLIC ADMINISTRATION PROGRAM

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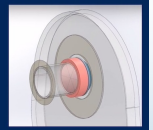
Jason Orlosky , Computer Cyber Sciences
Daniel Hannah, Orthopedics
Chris McKinney
Innovation Commercialization
Vikas Kumar, Medical College
Arthur Takahashi, Center for Instructional Innovation
Jill Hamilton, Nursing
Rod Bustos, Library
Robert Dennis,
Executive Director of Corporate Relations

VALVE

Our debut product, *The Colostopac™ Valve*, provides a technologically innovative solution to one of the leading user problems of leakage with ostomy pouches.



Whether you're new to the ostomy life or are already an expert, we understand that there may be several pesky technology issues you're experiencing. While our research team of engineers and medical experts address the issues listed below to develop an optimized Colostopac product for you, we recommend utilizing the resources linked below to address your concerns.

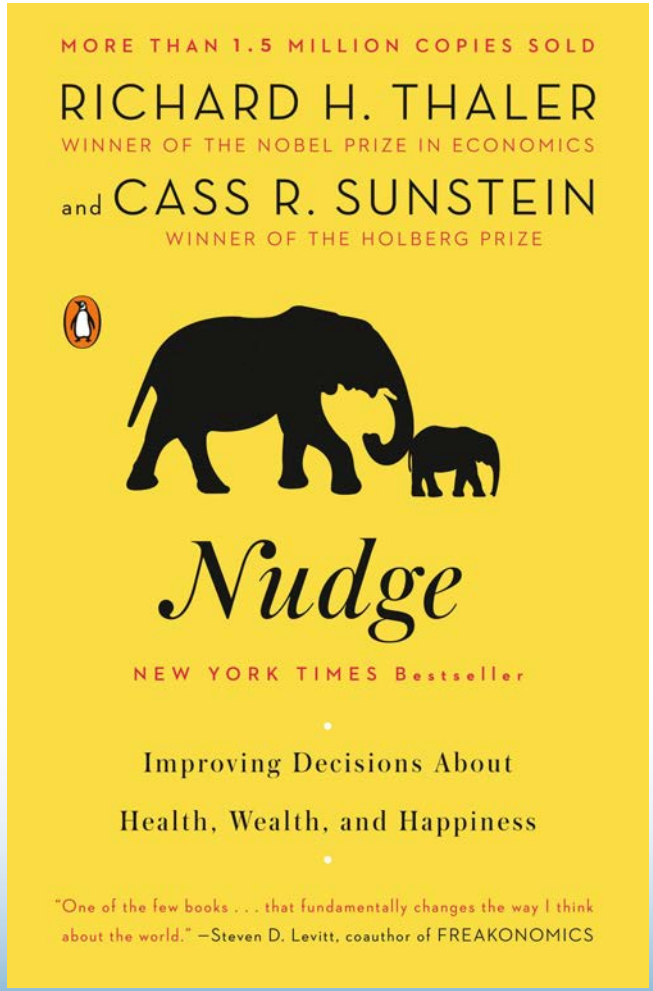
NUDGE THEORY

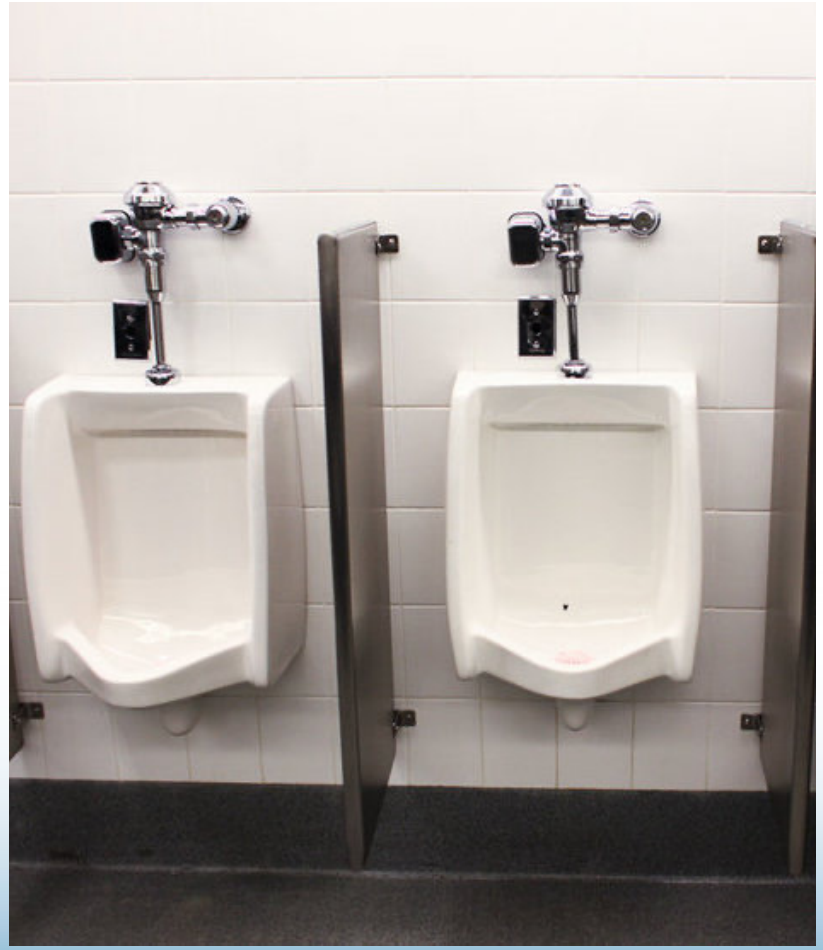
The following rules must be followed for Nudge Theory to work:

Never mislead

Allow them to get out easily

The nudge makes the lives of those affected better





AMSTERDAM AIRPORT

Fly on the wall

Urinals at Amsterdam Schiphol Airport, the Netherlands' main international airport, feature an etched image of a fly.

THE POWER OF WORDS

How you say something can make a large impact on someone’s decision

THE POWER OF WORDS

How you say something can make a large impact on someone's decision

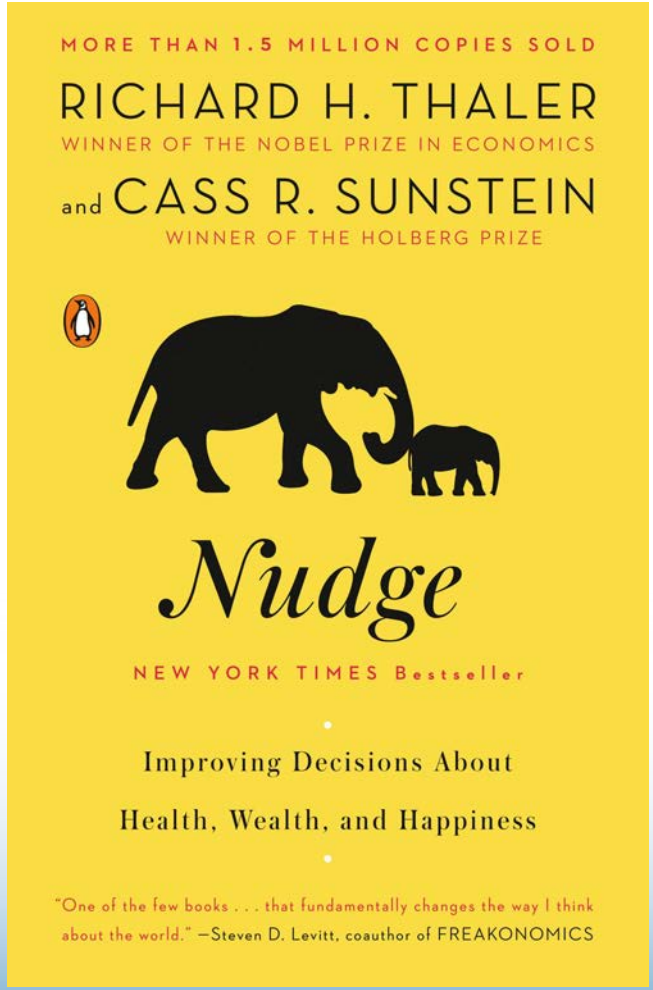
USING NUDGES IN THE CLASSROOM

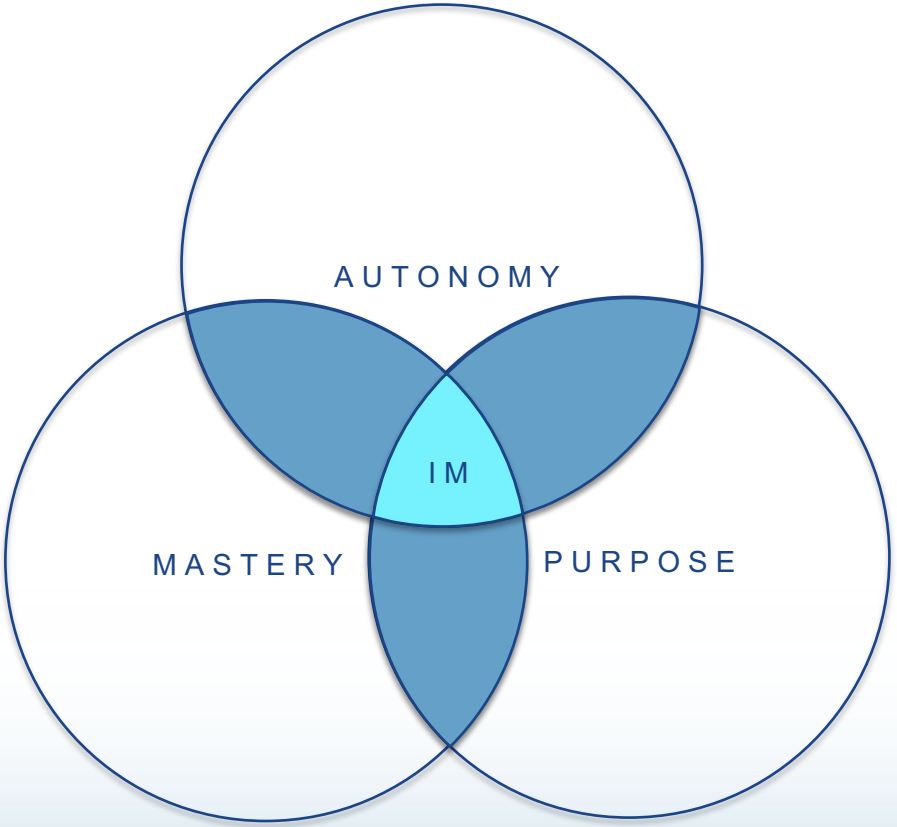
Achievements

Positive Points

Video Game Grading

Goals





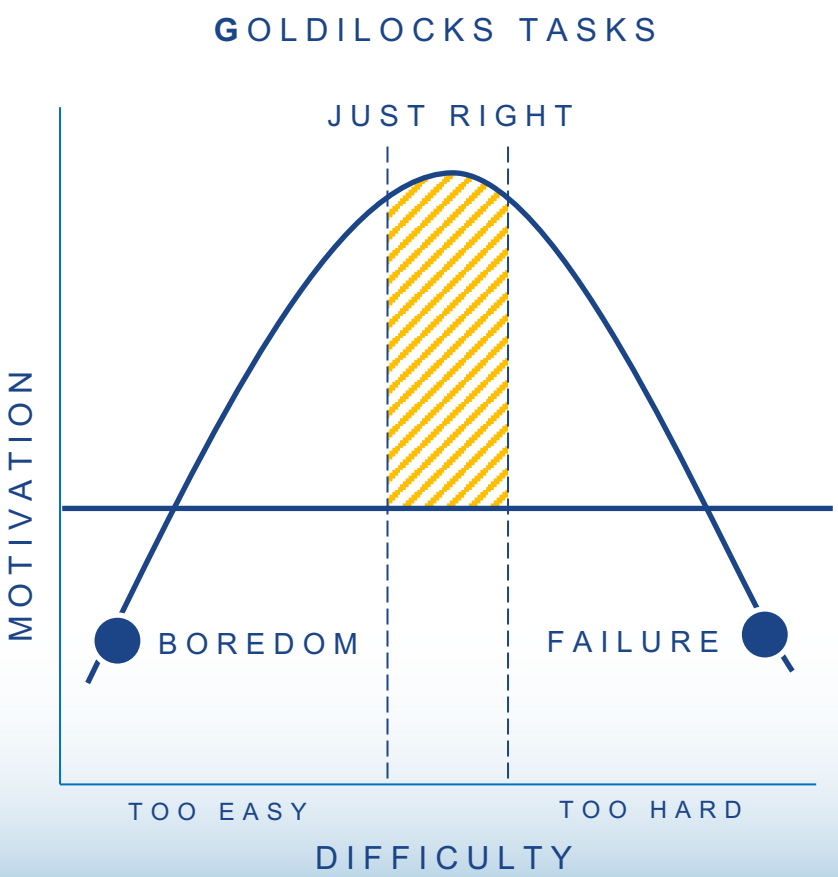
DRIVE

Dan Pink proposes a new approach that centers on intrinsic motivation:

Autonomy

Mastery

Purpose



DRIVE

How can we incorporate these into our courses?

Setting goals

Reducing controlled language

Having open-door hours

Utilize *goldilocks tasks*

Motivational Interviewing…

Motivational Interviewing **e**xercise

On a scale of 1 – 10

how ready are you for this quiz in anatomy?

Motivational Interviewing exercise

On a scale of 1 – 10

how ready are you for this quiz in anatomy?

When people have their own reasons for doing something, they believe the reasons more deeply and adhere to the behavior more strongly.

Motivational Interviewing exercise

On the rare chance they give you a 0 or a 1…

THE INFLUENTIAL MIND

Tali Sharot - Professor of Cognitive Neuroscience

Prior Beliefs

Emotion

Incentives

Agency

Curiosity

State of Mind

HAPPY HANDS

Dr. Andy Hauger, Chemistry and Physics, CSM
Physics Student Anish Sangari, MCG M1
Student Nitesh Sood, MCG M1
William Gray, College of Education, Educational Technology
Lynsey Steinberg, Center for Instructional Innovation

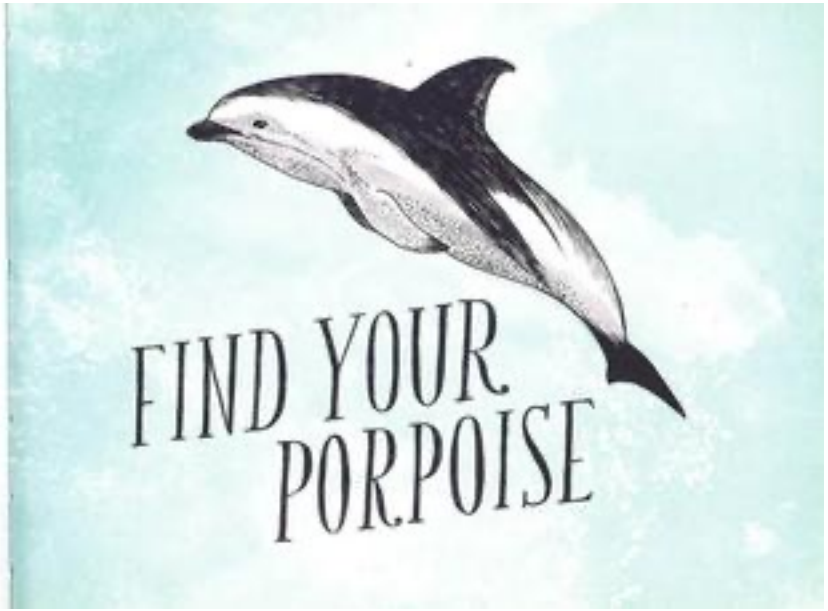
MINDFULNESS TIP: SELF-HUGGING

”Not only do we believe everyone should be like us, but that they are like us.”
-Monica Cornetti, Sententia Gamification

QUESTION

Would someone be willing to share a story where they found themselves guilty of self-hugging?

HONEY BEE
YOURSELF

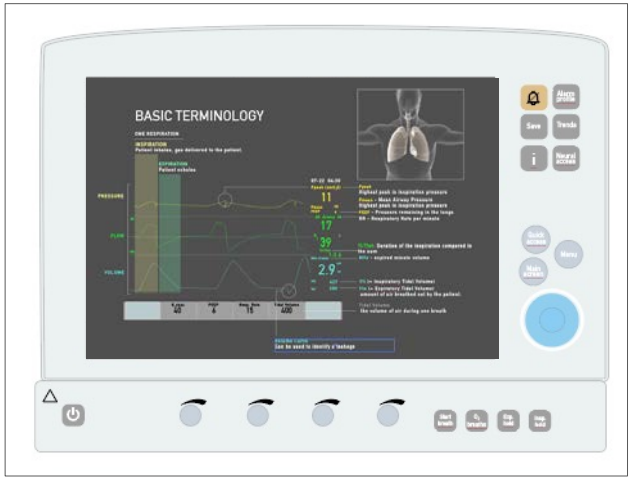

FIND YOUR
PORPOISE

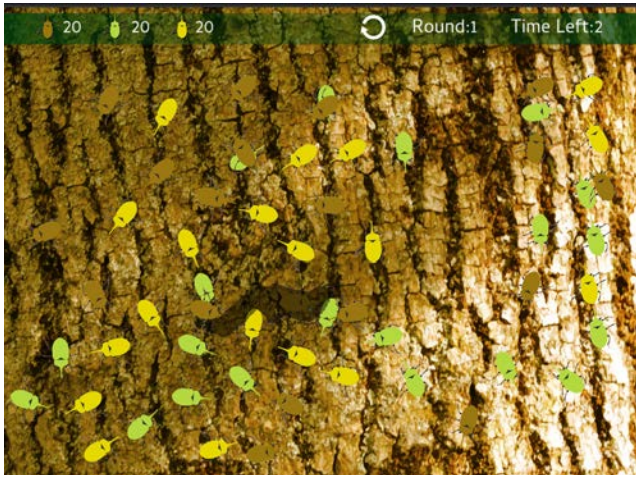
5+ points!

GAMIFICATION

Student engagement drives achievement

The process of applying game elements, game mechanics, and game thinking to non game situations.





GAMIFICATION BENEFITS

Learn from their failure

Positive feedback/more engagement

Improved retention

GAMIFICATION QUESTIONS

What do players want?

What do players expect?

What tools do we utilize?

BARTLE'S GAMER TYPES

Motivation: Achievers want elite status, and to show it off.

Game elements:
In-game achievements
Points
Levels
Trophies
Badges
Self-Competing

Motivation: A focus on exploring and discovery.

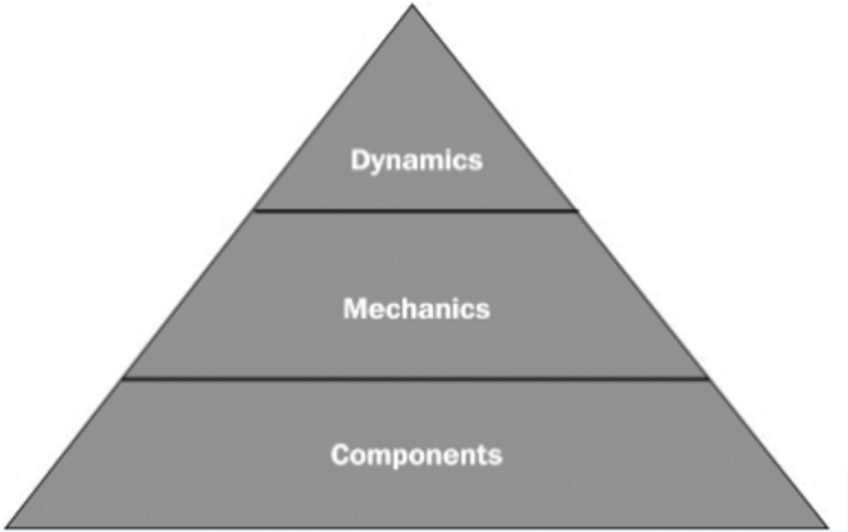
Game elements:
Unlocking elements
Exploring levels
Creating a story
Collecting
Avatars
Discovery

Motivation: Driven to develop friends and contacts.

Game elements:
Friend lists
Friends
Community
Communication
Messengers
Badges

Motivation:
A focus on winning.

Game elements:
Leaderboards
Ranks
Competition
Tests of skill
Player vs Player



Profile photo from:
https://scholar.google.com/citations?user=ZKvoljcAAAAJ&hl=en

PYRAMID OF GAME ELEMENTS

Common elements found in gamification design.

Dynamics
The hidden structure that makes the game have regular patterns
(the grammar)

Mechanics
Process that drives things forward
(the verbs)

Components
The specific drivers of the dynamics or mechanics
(the nouns)

Reward

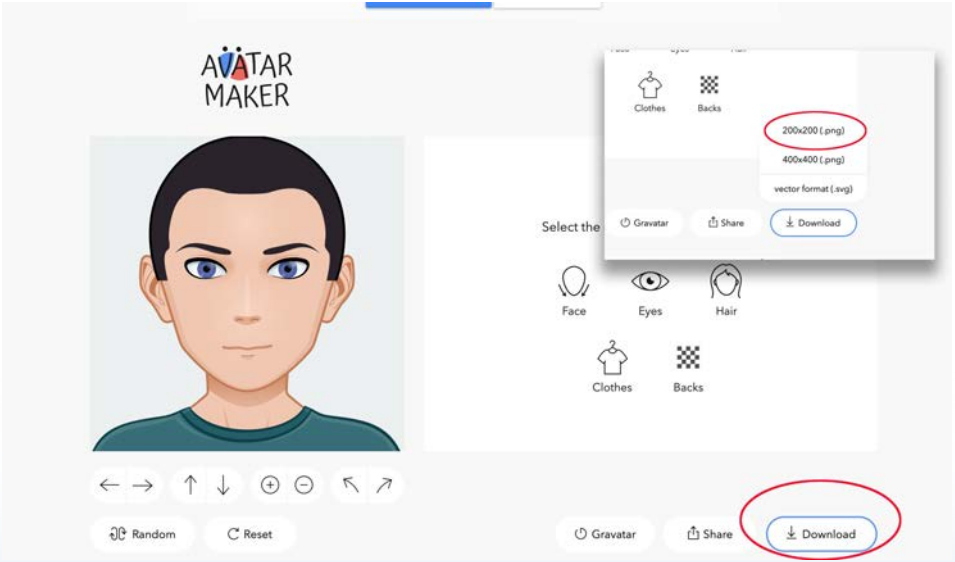
Points!

AWARDING POINTS

Participation
Encouraging positive behaviors
Encouraging for virtual environments
‘Double or nothing' question
Easter eggs or hidden elements
Lottery or random drop rewards

BADGES

Virtual champion badge
Game profile type badge
Heroic badge
For a type of skill
Best attendance badge



CHOICES

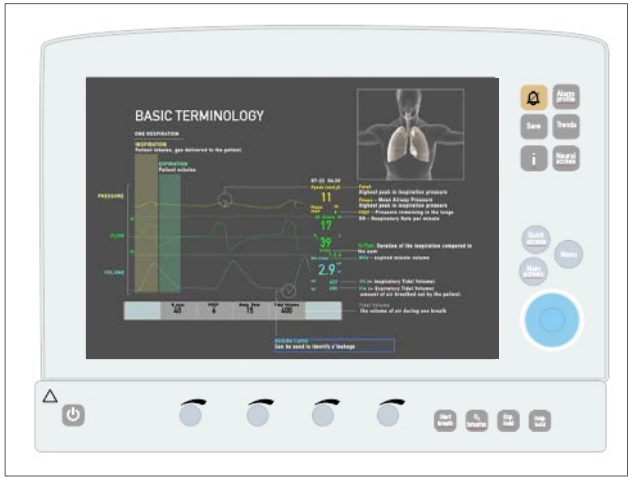
Two out of three options
Choice the topic
Choosing an avatar
Choosing an opportunity
Choosing tasks in order of choice
Customization

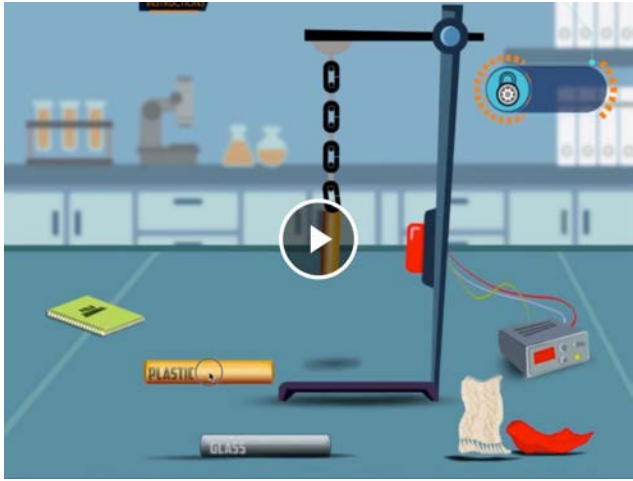
QUEST/ADVENTURE

Escape rooms
Virtual escape room
Photo quest
Culture experience quest
Maze
Virtual quest
Scavenger hunt

GAMIFICATION IN COURSES

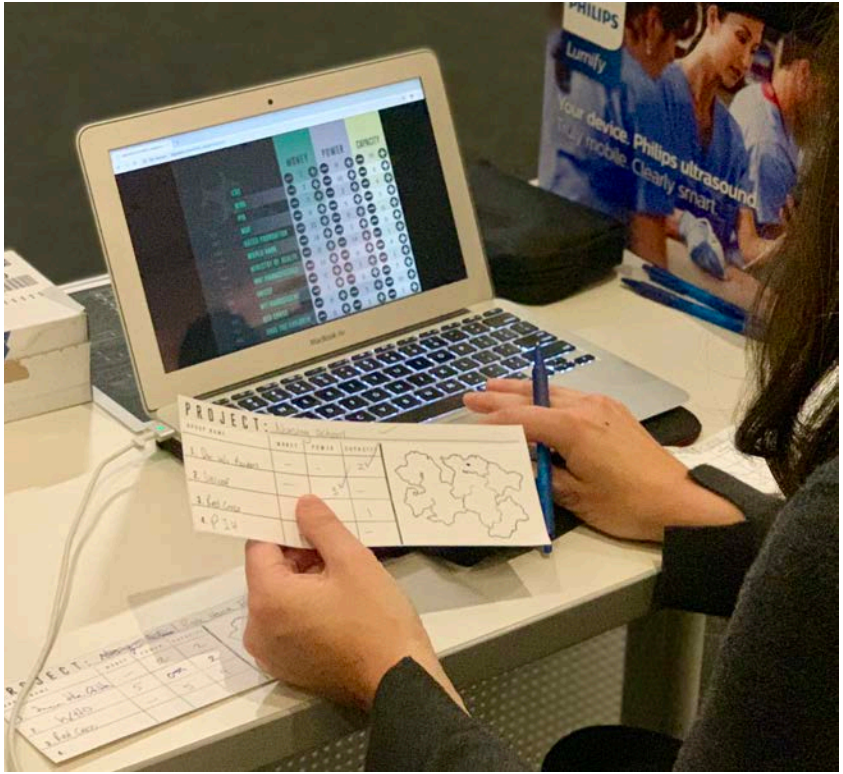
AT AUGUSTA UNIVERSITY

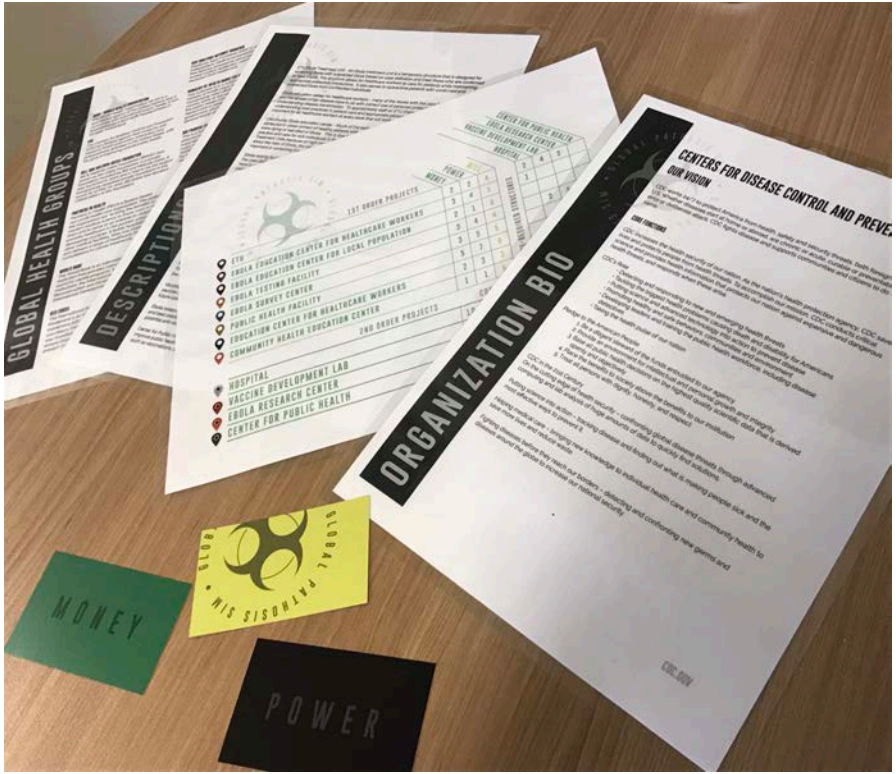




WORLD HEALTH DAY

Dr. Daniel Kaminstein – Global Pathosis Sim


PHILIPS
Lumify
Your device. Philips ultrasound
Fully mobile. Clearly smart.
PROJECT:


GLOBAL HEALTH GROUPS
DESCRIPTION
ORGANIZATION BIO
CENTERS FOR DISEASE CONTROL AND PREVE
OUR VISION
MONEY
POWER

3:01

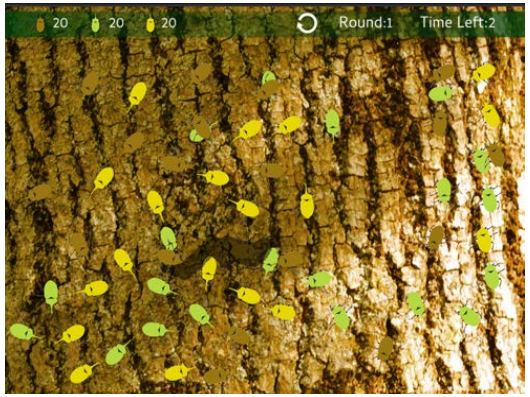
REACTING TO THE PAST: GAME OF SAGES

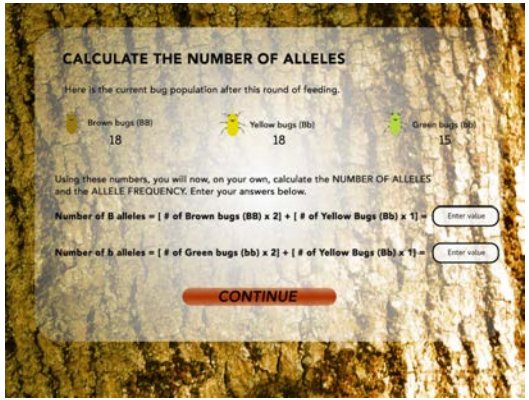
Dr. Andrew Goss
and
Dr. Sandrine Catris

NATURAL SELECTION

Gamification of a course concept

Dr. Ruchi Patel

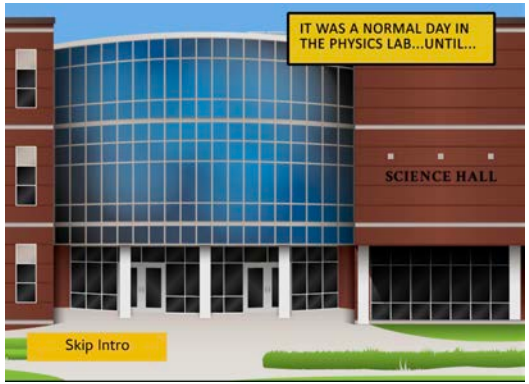


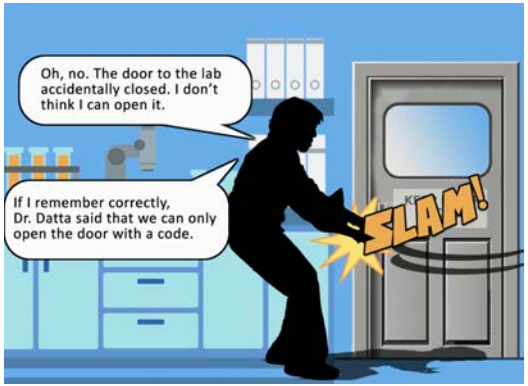


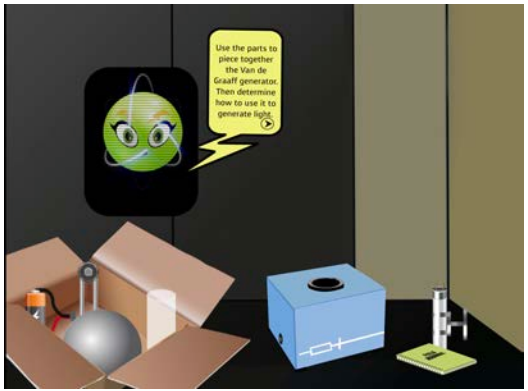
PHYSICS ESCAPE ROOM

Gamification of a course concept

Dr. Trinanjan Datta

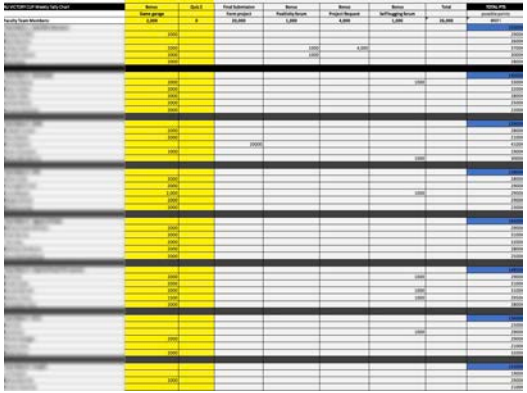


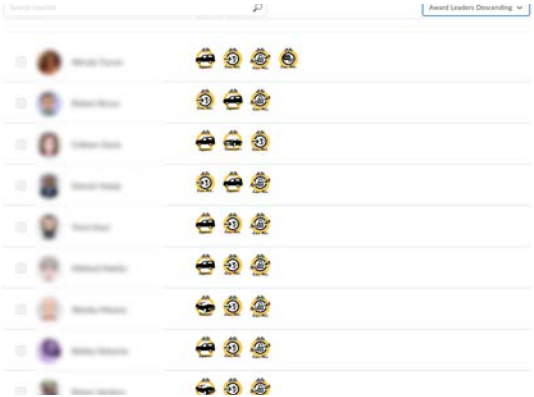




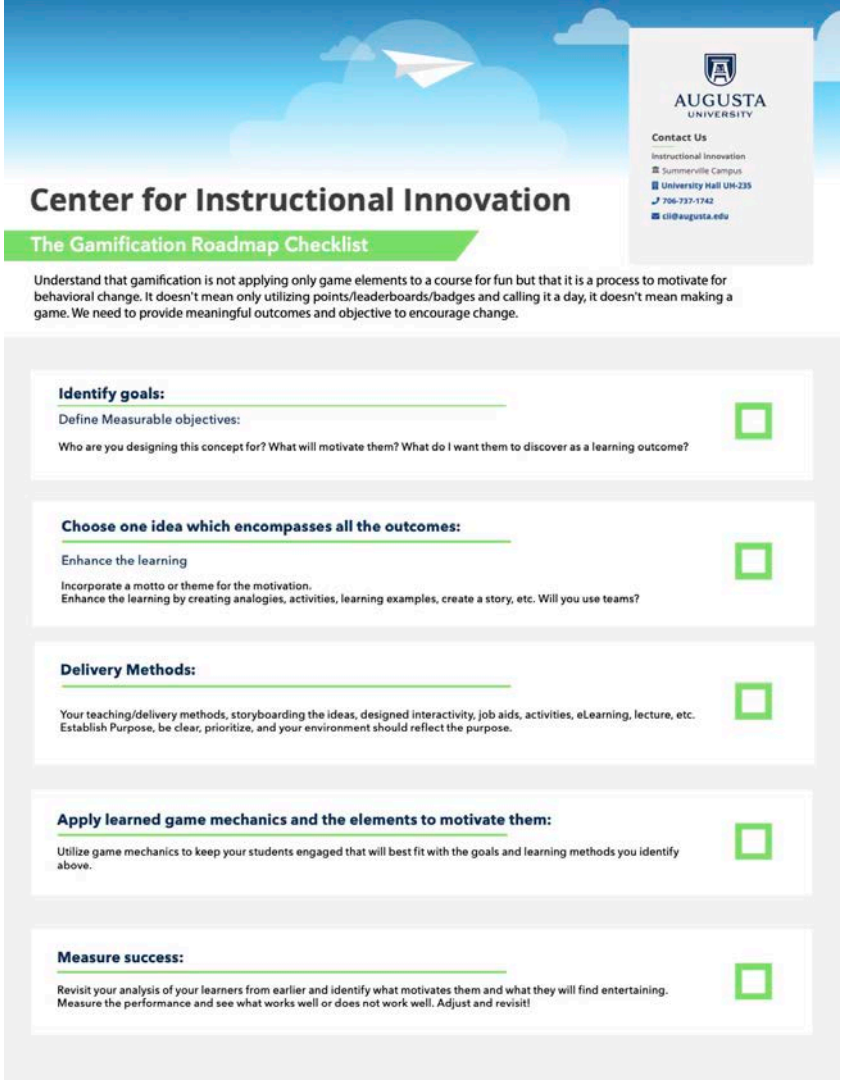
Teaching Gamification to faculty in D2L

Multimedia and Motivation in Student Learning





Augusta University
Gamification Roadmap



AUGUSTA UNIVERSITY

Contact Us

Instructional Innovation
Summerville Campus
University Hall UH-235
706-737-1742
cii@augusta.edu

Center for Instructional Innovation

The Gamification Roadmap Checklist

Understand that gamification is not applying only game elements to a course for fun but that it is a process to motivate for behavioral change. It doesn't mean only utilizing points/leaderboards/badges and calling it a day, it doesn't mean making a game. We need to provide meaningful outcomes and objective to encourage change.

Identify goals:

Define Measurable objectives:

Who are you designing this concept for? What will motivate them? What do I want them to discover as a learning outcome?

Choose one idea which encompasses all the outcomes:

Enhance the learning

Incorporate a motto or theme for the motivation.
Enhance the learning by creating analogies, activities, learning examples, create a story, etc. Will you use teams?

Delivery Methods:

Your teaching/delivery methods, storyboarding the ideas, designed interactivity, job aids, activities, eLearning, lecture, etc.
Establish Purpose, be clear, prioritize, and your environment should reflect the purpose.

Apply learned game mechanics and the elements to motivate them:

Utilize game mechanics to keep your students engaged that will best fit with the goals and learning methods you identify above.

Measure success:

Revisit your analysis of your learners from earlier and identify what motivates them and what they will find entertaining.
Measure the performance and see what works well or does not work well. Adjust and revisit!

KEY TAKEAWAYS :

- **Challenging students to write about why** what they are learning is relevant.
- **Praising effort over natural** ability will give students more motivation if they think they can be successful doing so.
- **Building relationships** with peers and teachers helps students feel cared about by people they respect**. Involving students in setting their own goals** — individuals are more engaged in their work when they have helped to create towards a goal.
- **Reducing controlled language** — instead of saying "*you must"* or *"you should*," use terms like *"consider doing"* or *"think about doing."*
- **Having open-door hours** — set aside time when people can come and discuss issues with you, without fear of judgment. (Pink's Autonomy 2021)
- **"**Utilize ***goldilocks tasks*****,** *tasks that are neither too hard nor too easy, but "just right." They are team projects that encourage development of mastery.* (Pink's Autonomy 2021)
- Utilizing **motivational Interviewing**
- Be mindful of **'self-hugging'**
- Be alert for new opportunities to use techniques as nudging and motivational pushes.
- Be open minded and try to find out-of-the-box solutions to problems.

FINAL SCORE COUNT!

What was the secret word?
Type it in the chat!

5+ points!

EARN POINTS

YOU WILL SELECT WHICH DOOR FOR YOUR PRIZE!

DOOR 1

DOOR 2

DOOR 3

DOOR 3

DOOR 1

DOOR 2

DOOR 3

DOOR 2

DOOR 1 DOOR 2 DOOR 3

DOOR 1

DOOR 1

DOOR 2

DOOR 3

RESOURCES :

Wigfield, Allan & Cambria, Jenna. (2010).
Students' achievement values, goal orientations, and interest: Definitions, development, and relations to achievement outcomes.

Ryan, Richard & Deci, Edward. (2000). Self-Determination Theory and the Facilitation of Intrinsic Motivation, Social Development, and Well-Being. The American psychologist.

Chris S. Hulleman1 and Judith M. Harackiewicz. Promoting Interest and Performance in High School Science Classes

The Science Behind Motivation: Want More of it? Play more.

David Halpern – Nudge Theory

Bartle's Gamer Type Quiz

Jaguar Increased Sales

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