



My Greatest Takeaway Game - Rounds 2 and 3



Come play my game! Learn about game-based learning and gamification. This game is more of a gamification but have fun! How many points can you get ?

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The Game Master



Lila Holt



Master Gray

Hello! I am your game master for this game. I will keep an eye out on you during this game. But the big thing about this game is I don't want to know who you are. You will create your avatar and an email to go with it. During this game that is ALL you will use.

If you need to contact me, you can email lholt@utk.edu BUT you should only do this through your new email (see the Setup page for instructions). Happy Gaming!

The Rules

LH Lila Holt



1

The goal of the game is to get the most points. The winner will receive a reduced Adventure for Adventure 3.

2

Get points by completing tasks. Each task shows the maximum number of points you can get for that task. However – be aware Master Gray is very strict. Only excellent work gets full points!

3

There are three rounds in this game. In each round you can accumulate points and stars. Points are used to determine the game winner. Stars will be used to determine overall achievement and grade.

4

Round 1 Scoring – Maximum of 5 stars but you can earn way more than 50 points to help you win the game!!

- 5 stars > 50 points
- 4 stars 40 – 49 points
- 3 stars 30 – 39 points
- 2 stars 20–29 points

You must receive at least 20 points in this round to get any stars.

Round 1 is a blind round – by that – no one will see your work in Round 1 until the end. No feedback!

5

Round 2 Scoring – Maximum of 4 stars but you can earn way more than 40 points to help you win the game!!

- 4 stars > 40 points
- 3 stars 30 – 39 points
- 2 stars 20–29 points

You must do a minimum of 20 points to receive any stars in this Round.

Round 2 and 3 will open at the same time. They open after Round 1 closes. Once Rounds 2 and 3 open no more tasks may be done for points or stars in Round 1.

6

Round 3 Scoring – Maximum of 4 stars but you can earn way more than 40 points to help you win the game!!

- 4 stars > 40 points
- 3 stars 30 – 39 points
- 2 stars 20–29 points

You must do a minimum of 20 points to receive any stars in this Round. Round 2 and 3 will open at the same time. They open after Round 1 closes. Once Rounds 2 and 3 open no more tasks may be done for points or stars in Round 1.

7

Each task MUST include a **MY GREATEST TAKEAWAY** at the top of blog post for that task. That is worth 1 point of the task. (More on that later in the SETUP portion)

8

Master Gray must report to Dr. Holt the results of the game. Master Gray will make the following recommendations.

10 Stars – 100 points for an A

9 Stars – 90 points for a A

8 Stars – 80 points for a B

7 Stars – 70 points for a C

6 Stars – 60 points for a D

Game Setup

LH Lila Holt



SETUP

Setup # 1: Create your identity

1

Visit www.avatarmaker.com and create yourself an Avatar. Your avatar should not resemble you in anyway. Your goal is to remain anonymous throughout the game!! No one, including the Master Gray, the game master should know who you are.

Create yourself a name for your avatar.

2

Go to gmail and create yourself a new gmail account using your Avatar name. This is the ONLY email you will use during the entire game. Remember this is a game! Woe to the person who reveals themselves!

3

Master Gray wants to know your Avatar name and gmail so he can prepare the scoring during Round 1. Email your Avatar name from your NEW gmail account to lholt@utk.edu. Put AVATAR in the subject line. (Hint; This is the only time you will receive this hint - but failure to follow the instructions exactly can result in a Pitfall (and lose points)).

Setup #2. Setup your Game "board"

1

Using your new gmail account – set up a Wix site with a Blog.

2

Your Wix site should have a home page with a link to your blog

3

Put your Avatar on the home page with a welcome about you (well uhm.. maybe not about you? remember you are trying to remain anonymous.....)

4

In your blog – set up 3 categories: Round 1, Round 2, Round 3. When you make a post on your blog you will set the post to the appropriate round. See: <https://lilaholt.wixsite.com/gtgame> for an example set up. Master Gray is trying to help you out!!

5

From your new gmail account – email Dr. Holt with the link to your wix site. Put WIX LINK in the subject matter. Hint: Master Gray likes things on time – this is an announced bonus. Master Gray will provide a small bonus for AVATARS and WEB LINKs finished by 9/18/19. Pitfalls for those not finished by 9/20/19.

Extra bonus for first player with both complete. !!



The game site will open for reading before class.

No Round 1 post may be done before 7:00 PM. It wont count! But after 7:00 the game is off an running! Happy Tasking

There is a small gap in the game at the close of Round 1 to prepare for Rounds 2 and 3.... hold on.

And your off with rounds 2 and 3 tasks.

Tuesday October 6 - 11:59 AM (noon)

Game Closes

No further tasks may be submitted.

Round 1



Round 1 Tasks

You may do as many tasks as you like while Round 1 is open. No one else will see what you have done until the end of Round 1. Neither can you see the tasks others have done until the end of Round 1.

Round 1 is all about GBL background. The goal is to learn as much as possible about GBL and Gamification. You will create a blog post for each task. The maximum number of points possible is given in the title of the Task. **You do not have to do the Tasks in order. The Task number is for identification purposes with your blog.**

Each blog post should summarize the material. Then include your personal opinion. Feel free to include other works you are aware of – even if they have a different perspective.

Each task should have My Greatest Takeaway (what is the most important thing you learned doing this task). Likewise don't forget to put the task in the Round 1 category on your blog.

Task 1 - GBL Impact(5)

Karl Kapp is one of the best known proponents of Game-based learning and Gamification. This task is to learn a bit about Karl Kapp and how he views games. TO DO:

1. Watch this video by Karl Kapp <https://www.youtube.com/watch?v=dq5mh8-zP4g>
2. Find an educational game and review it. Compare it to positives that Karl Kapp related from the video. Are there other positives you see from the game?
3. Your blog post for this item should include:

- a. summary of positive impact of games presented in the video
- b. summary of the game you reviewed and the impacts.



Task 2 - GBL Karl Kapp Series (5)

More on Karl Kapp and games. The video series is a good background for the rest of the tasks
TO DO:

1. View the videos
 - a. <https://www.youtube.com/watch?v=aBwVKU2dl8s>
 - b. https://www.youtube.com/watch?v=liOWTf_M4s
 - c. <https://www.youtube.com/watch?v=bQHxQXaEuLk>
 - d. <https://www.youtube.com/watch?v=rHpNZ7odLKU>
2. Create a blog post (make it interesting) summarizing up the videos.



Task 3 - Gamification in Business (5)

Games are not just used in school. They also can be used in business. <https://www.youtube.com/watch?v=6wk4dkY-rVo>
TO DO

1. Watch the video above
2. Find a workplace game and review it.
3. Make a blog post about the video and the game you reviewed.



Task 4 - Gamification and the Future (5)

This task is learning about a perspective on gamification in 2019 and beyond.
<https://elearningindustry.com/gamification-in-2019-works-use>

1. Read the article above
2. Write a blog about the article and your view of gamification in the future.

Master Gray suggestion: Do this task after you have done at least 5 other tasks for a greater impact.

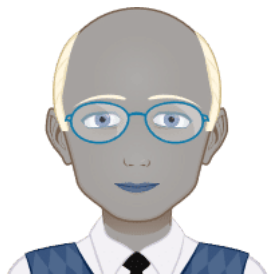


Task 5 - History and Background (5)

The GBL readings and videos in Canvas have been chosen to provide an overview of GBL. Do the BACKGROUND section in those readings
TO DO

1. Complete the BACKGROUND section
2. Write a blog post about the background provided.

Master Gray says: One or two sentences will not provide you with maximum points. Put some thought into this!



Task 6 - Montessori (5)

The GBL readings and videos in Canvas have been chosen to provide an overview of GBL. Do the Montessori section in those readings TO DO

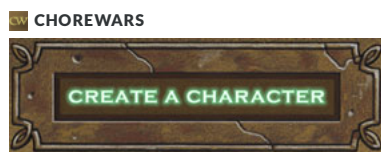
1. Complete the MONTESSORI section
2. Write a blog post about Montessori.



Task 7 - Chorewars (5)

The GBL readings and videos in Canvas have been chosen to provide an overview of GBL. Do the Chorewars section in those readings TO DO

1. Complete the CHOREWARS section
2. Write a blog post about Chorewars



Chore Wars

Recruit a party of adventurers from your household or office, and log your chores to claim experience points for them.

READ MORE CHOREWARS ➤

Task 8 - Flow and Flow Activities (5)

The GBL readings and videos in Canvas have been chosen to provide an overview of GBL. Do the FLOW AND FLOW ACTIVITIES section in those readings TO DO

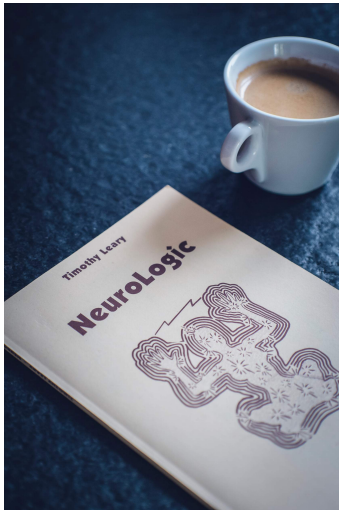
1. Complete the FLOW AND FLOW ACTIVITIES section
2. Write a blog post about flow



Task 9 - Physiology and Psychology (5)

The GBL readings and videos in Canvas have been chosen to provide an overview of GBL. Do the Physiology and Psychology section in those readings TO DO

1. Complete the Physiology and Psychology section
2. Write a blog post about Physiology and Psychology



Task 10 - Failure (5)

The GBL readings and videos in Canvas have been chosen to provide an overview of GBL. Do the Failure section in those readings TO DO

1. Complete the Failure section
2. Write a blog post about Failure

Master Gray says: Don't be afraid to fail. TRY!



Task 11 - Big 3 bonus (5)

The Big 3 are Tasks 8, 9 and 10. Once you do them create a blog post for this task. Include a brief (1 paragraph summary) of why they are important in game based learning.

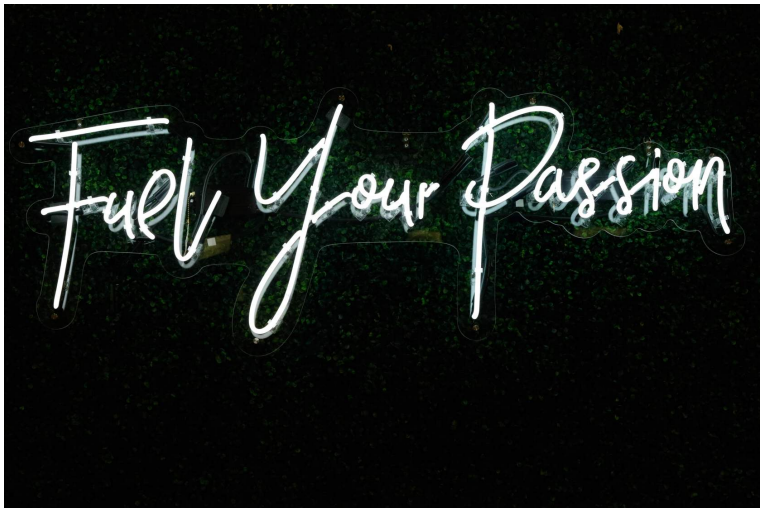
Master Gray says: What is your greatest take away?



Task 12 - Motivation (5)

The GBL readings and videos in Canvas have been chosen to provide an overview of GBL. Do the Motivation section in those readings
TO DO

1. Complete the MOTIVATION section
2. Write a blog post about Motivation
3. For this blog post – do you like games for learning? Do they motivate you?



Task 13 - Assessment (5)

The GBL readings and videos in Canvas have been chosen to provide an overview of GBL. Do the Assessment section in those readings
TO DO

1. Complete the ASSESSMENT section
2. Write a blog post about Assessment



Task 14 - VR and Learning (5)

Virtual Reality and games is up and coming. Take time to learn about VR
<https://vrtodaymagazine.com/vr-education/>
TO DO:

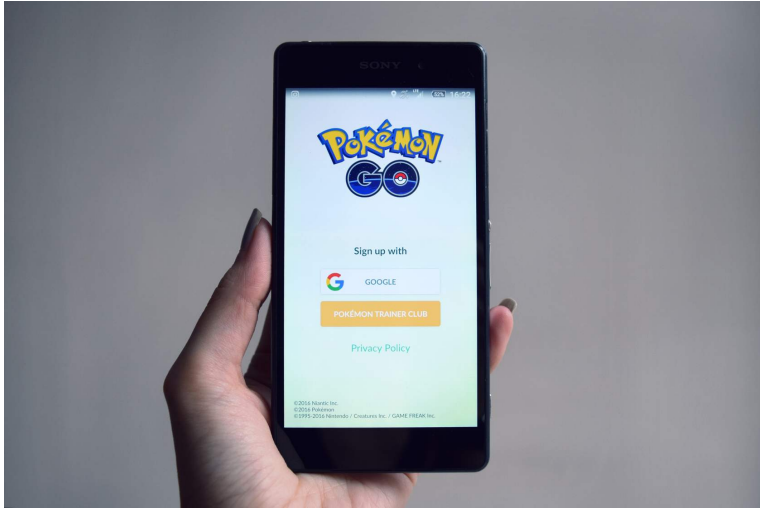
1. Review at least 5 of the VR and learning presented in the link above
2. Write a summary of them in your blog.
3. What do you think?



Task 15 - Augmented Virtual Reality and Education (5)

Augmented VR is a bit easier to create – this article discusses AVR and provides some videos about AVR. Enjoy!
<https://arvrjourney.com/how-can-augmented-reality-be-used-in-education-b1a3ad6780f1>
TO DO

1. Read /watch videos about AVR
2. Summarize up what you learned in a blog post.



Round 2

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Round 2 - Play

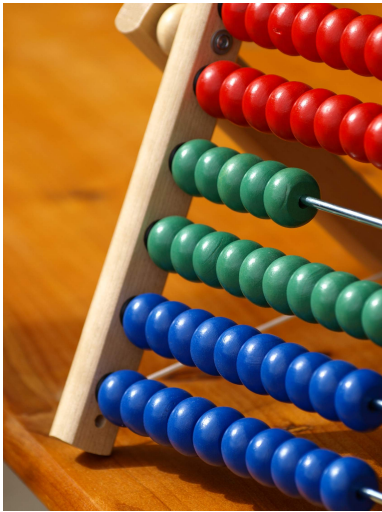
Round 2 - Play Games

In this round you get to explore and play educational games. Sometimes you get to pick. Sometimes Master Gray will pick! Note the first task number in this round 20. This is to help Master Gray in the scoresheet.

Task 20 Math Games (5)

Find and review 5 math games for K-12 students
TO DO:

1. Find 10 math games that could be used for K-12 students.
2. List the games on your blog and summarize how you might use them.
3. How would you assess the students?



Task 21 Spelling Games (5)

Find and review 5 spelling games for K-12 students
TO DO:

1. Find 5 spelling games that could be used for K-12 students.
2. List the games on your blog and summarize how you might use them.
3. How would you assess the students?

Task 22 Science Games (5)

Find and review 5 science games for K-12 students
TO DO:

1. Find 5 science games that could be used for K-12 students.
2. List the games on your blog and summarize how you might use them.
3. How would you assess the students?



Task 23 History Games (5)

Find and review 5 history games for K-12 students

TO DO:

1. Find 5 history games that could be used for K-12 students.
2. List the games on your blog and summarize how you might use them.
3. How would you assess the students?

Task 24 Stock Market Game (10)

This game is a simulation. Set up a free account and play the game. What is the difference between this type of game and other games you have reviewed?

<https://www.stocks-game.com/>

TO DO

1. Create a game account and play this game for 3 days.
2. Make a blog post about playing this game.
3. Add this to your blog post: What is the difference between a simulation and other types of games?
4. Add this to your blog post. How would you assess a student from playing this game?

Task 25 Simulators (10)

In this task you will review 2 simulators (you may not use the stock market game from task 24) Types of simulators are: flight, driving, surgery, etc.

TO DO

1. Find 2 simulators
2. In your blog post discuss the simulators.
3. Post your work in your blog.



Task 26 Games for Life (10)

This article gives an overview of how games might help as people age. These are not all digital games. <https://supercarers.com/blog/games-for-elderly/>
After reviewing the article, find 10 and play digital games that may help a learner as they age.
TO DO

1. Read article
2. Find and play 10 digital games to help a life long learner as they age
3. On your blog - list the games with links and give a summary of how they might help.

Task 27 Workplace Games (5)

Find and play 2 digital workplace games. Do you think they would be effective?
TO DO

1. Find 2 digital workplace games
2. Play the games
3. Make a blog post about the games (provide links) and provide a summary of how the game works.
4. What did you think ?

Round 3



Round 3 - Create!

This is a creation round. Create a review, a game, or.....

Note: These tasks start at 40..... not consecutive with previous round.

Task 40 - Create a Literature Review (20-40)

We've looked at GBL from several angles. This is your chance to further study GBL. Review the more current literature (2015 or after) on GBL. Write a literature review. The number of pages (without Bibliography) is a guide to points.

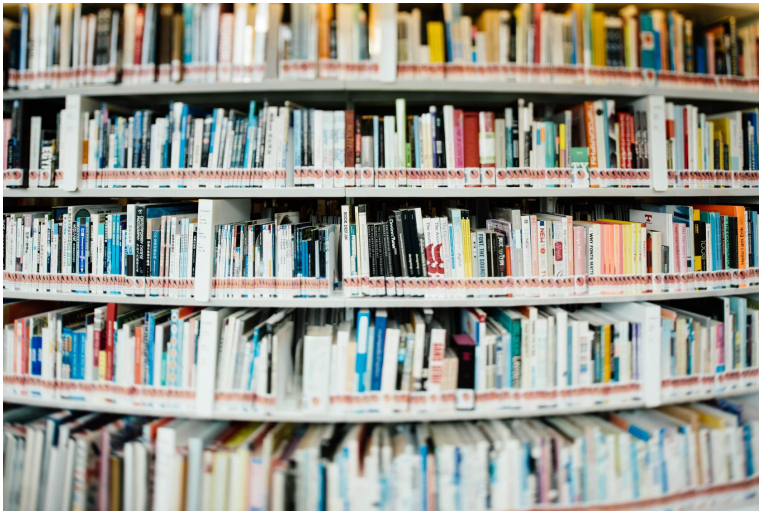
3 pages - 20 points

4 pages - 30 points

5 pages - 40 points

TO DO.

1. Create a blog post with an abstract of your paper
2. Upload your paper as part of your post



Task 41 - Create a Game Module for K-12 (20 - 40)

Can you teach a module with NOTHING but games Here is your chance to try. This task would have you design a module (approximately 1 week of teaching) for a particular topic. The topic is your choice. Create the objectives for that topic.
TO DO

1. Create your objectives for the module you want to teach - should be at least a 1 week module)
2. Find games that students can play to meet those objectives
3. Create your module with those games. At least one game must be digital.
4. How will you assess the student's grade?
5. Post the module in your blog. Include your games and details of how those games meet your objectives.
6. Summarized what you learned from this task.

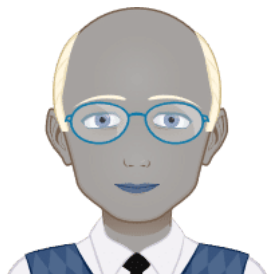


Task 42 - Create a Workplace Game (20-40)

Design a game for workplace learning. You may not use a game you have found online. You must create it. However, you may use a game you find as a structure for the game. For example, you could use this game structure with the rounds and tasks etc to create your game. This content is GBL - your content would need to be applicable to the workplace.
TO DO.

1. Create your game.
2. Put a link to your game in your blog post and write a summary of how the game fits workplace learning.

Master Gray says.... This is very open ended.... Balance here in the amount of work is important.



Task 43 - Create a Game... Your choice. (20- 40)

Design a game about your favorite subject. You may not use a game you have found online. You must create it. However, you may use a game you find as a structure for the game. For example, you could use this game structure with the rounds and tasks etc to create your game. This content is GBL - your content would need to be your choice.
TO DO.

1. Create your game.
2. Put a link to your game in your blog post and write a summary of how the game fits workplace learning.

Master Gray says.... This is very open ended.... Balance here in the amount of work is important.

Task 44 - Create a mobile game for learning (30)

This is best done if you have an android phone. Use MIT's App inventor to create a mobile game. The game you will create is Mole Mash which is a tutorial. You will do the basic tutorials then the Mole Mash. This will require some coding. Visit appinventor.mit.edu for the tutorials.
TO DO

1. Figure out how to use App Inventor
2. Do the Mole Mash game.
3. Be sure to use your avatar gmail to create your app inventor account.
4. Share your game on the App Inventor website and post a link on your blog along with a summary of what you learned doing this.

Master Gray says.... On your own - this can be a challenge.....



MIT App Inventor | Explore MIT App Inventor

27 New MIT Master Trainers Become Certified On July 29–31, twenty-seven educators from 7 different countries attended the MIT Master Trainers in Educational Mobile Computing workshop in their final step to becoming certified as a Master Trainer. To become certified, the Master Trainers had to first complete a MOOC, Mobile Computing with App Inventor – CS Principles,...

READ MORE MIT ➤

Task 45 - Create Augmented Virtual Reality (20)

Metaverse is used to create augmented virtual realities. This may sound a bit complicated but its not! There are tutorials to go by. Create a Metaverse experience to teach someone something.

TO DO:

1. Go to <https://studio.gometa.io/discover/me>
2. Go through the tutorials as needed
3. Create your own Metaverse experience to teach someone something.
4. Post the QR code to your Metaverse Experience on your blog with a summary of what you learned.

METaverse STUDIO



Metaverse Studio

Metaverse is the easiest way to create Augmented Reality experiences. No programming required.

READ MORE METAVERSE STUDIO ➤