

Workshop Introduction to Gamification: Teaching playfully with digital tools in (online) tutorial courses Handout

Digital tools for gamified elements in (online) tutorial courses

📌 Gamification: What is that?

“Gamification describes the enrichment of learning opportunities with playful elements. Thus, the focus here lies primarily on a teaching-learning situation, which is complemented by elements such as quizzes, competitions and others [...]”. (Zumbach, 2021: 76-77)¹



Which digital tools are more suitable for gamified elements in my (online) tutorial courses?



🏠 Digital tools: an overview

- 📄 Particify
<https://particify.de/>
- 📄 Quizacademy
<https://quizacademy.de/>
- 📄 Learningapps
<https://learningapps.org/>
- 📄 Learningsnacks
<https://www.learningsnacks.de/#/welcome>
- 📄 Taskcards
<https://www.taskcards.de/#/home/start>
- 📄 Conceptboard
<https://conceptboard.com/de/>

Why these tools? Criteria for this choice

- 👉 No/simple registration
- 👉 Tools free of charge
- 👉 Compatible with the rules of data protection (especially those from German providers)



¹ The quotation here presented was translated into English by the authors of this handout. The original states: „*Gamification* beschreibt die Anreicherung von Lernangeboten mit spielerischen Elementen. Somit steht hier primär eine Lehr-Lernsituation im Vordergrund, die durch Elemente wie etwa Wettbewerbe, Quizze, o. Ä. ergänzt wird [...]”. (Zumbach, 2021: 76f.)

Digital tools: one by one

Particify

Short description:	A voting system that can be used in teaching and learning events; compatible with the rules of data protection and free of charge.
Registration:	Guest access is possible; registration is not required for the participants.
Functionalities:	Live feedback, multiple choice, likert scale, open questions, flash cards, word clouds, grading, etc..
Possibilities of use:	This tool can be used synchronously and asynchronously. You can add gamified elements by creating quizzes of varied difficulty. Alternatively, you can vary the task and play "fact or fake". Participants should find out a fake sentence out of several statements.

Quizacademy

Short description:	A German quiz and flash cards´ system. Free use with school or university edition. Amazon services and Google Analytics can use the tool under certain conditions. More information can be found on the tools´ website.
Registration:	Registration is required for lecturers; registration is not required for the participants.
Functionalities:	Live quiz; flash cards´ system; online test.
Possibilities of use:	This tool is suitable for synchronous use. It integrates gamification elements such as background music, a timer or a ranking list.

Pictures: MS Office Icons

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 Learningapps.org

Short description:	A website with interactive learning modules; free of charge; you can deactivate the anonymous access data collection made by Google Analytics.
Registration:	Registration is required for lecturers; registration is not required for the participants.
Functionalities:	Multiple choice quiz; gap text; free text answer; million game; horse race; word grids; number lines, etc..
Possibilities of use:	This tool is suitable for synchronous and asynchronous moments. The short learning modules can be used for controlling the learning improvement of students in a playful way, as well as for vocabulary and terminology enquires to (re)activate previous knowledge at the beginning of your course.

 Learningsnacks

Short description:	Chatbot with interaction options; compatible with the rules of data protection and free of charge.
Registration:	Registration is required for lecturers; registration is not required for the participants.
Functionalities:	Possibility to include multiple choice questions, enquiries, gap texts or image selection.
Possibilities of use:	This tool is well suited for asynchronous use, e.g. for testing previous knowledge on a topic, checking the learning improvement after a thematic unit, as well as summarizing and repeating what was learnt.

Pictures: MS Office Icons

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 Taskcards

Short description:	Digital pinboard for providing tasks and information. Current terms of use can be found on the website.
Registration:	Registration is required for lecturers; registration is not required for the participants.
Functionalities:	Creating digital pinboards, gathering information, sign students' progress.
Possibilities of use:	You can create digital breakout rooms with the help of the platform and the integration of other applications (such as learningapps.org , for instance). In this format, the tool is more suitable for asynchronous use.

 Conceptboard

Short description:	Online whiteboard for visual collaborative work. Current terms of use can be found on the website.
Registration:	Registration is required for lecturers; registration is not required for the participants.
Functionalities:	Visualize, collect ideas, gather information, etc..
Possibilities of use:	With this tool, you can implement numerous scenarios: from the application of small elements, such as a playful and lively introduction of a certain topic (e.g. with questions that the participants can answer to in an anonymous way), to an interactive presentation of entire teaching units.

The tools presented here are a suggestion to make daily digital work in teaching and studying easier. We would like to point out that an independent check must be carried out in accordance to the current data protection law. In doubt, please contact the data protection team of your institution.

Pictures: MS Office Icons

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Tools which I want to use in my own (online) tutorial course:

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