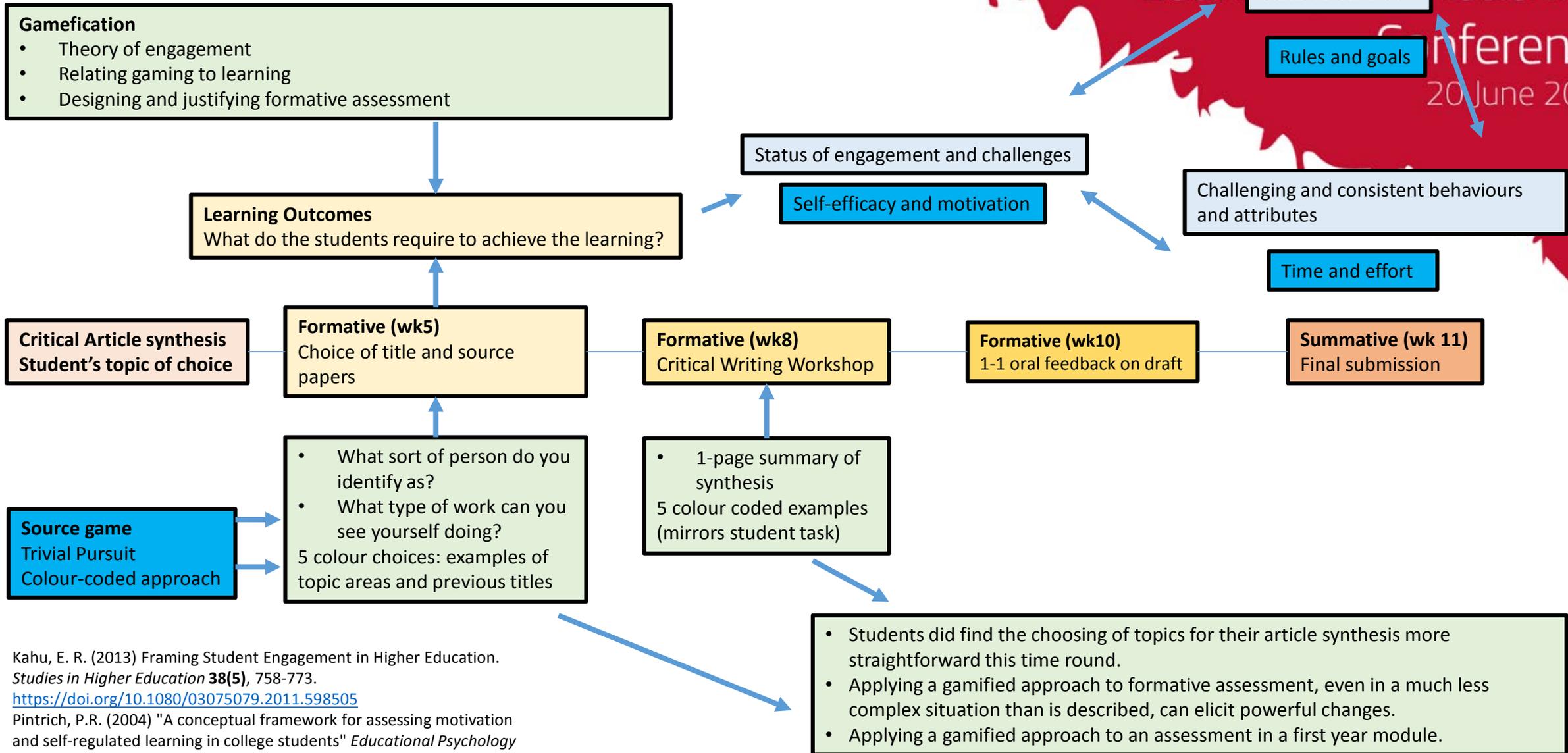


# Gamification: A lecturer perspective

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# The student experience of assessment:

Learning and Teaching Conference  
20 June 2019



Kahu, E. R. (2013) Framing Student Engagement in Higher Education. *Studies in Higher Education* 38(5), 758-773.  
<https://doi.org/10.1080/03075079.2011.598505>  
 Pintrich, P.R. (2004) "A conceptual framework for assessing motivation and self-regulated learning in college students" *Educational Psychology Review*, 16:4, 385-407

# The student experience of assessment:

## assessment:

### Gamefication

- Theory of engagement
- Relating gaming to learning
- Designing and justifying for

### Learning

Critical Article synthesis  
Student's topic of choice

Formative (wk5)  
Choice of title and source papers

Formative (wk8)  
Critical Writing Workshop

...nt behaviours

Source game  
Trivial Pursuit  
Colour-coded approach

- Students did find the choosing of topics for their article synthesis more straightforward this time round.
- Applying a gamified approach to formative assessment, even in a much less complex situation than is described, can elicit powerful changes.
- Applying a gamified approach to an assessment in a first year module.

Game Attributes

Rules and goals

