



TECHNOLOGY FOR TEACHING
AND LEARNING AT TRU

Week Seven: Learning (for) Fun



TODAY'S AGENDA

Gamification

Twine, Introduction
and Play

Kaltura Quiz,
Introduction and Play

Questions!

HOUSE KEEPING

Brenna is away

Room change

Schedule change

GAMIFICATION

(See: Kim S., Song K., Lockee B., Burton J. (2018) What is Gamification in Learning and Education?. In: Gamification in Learning and Education. Advances in Game Based Learning . Springer.)

"A set of activities and processes to solve problems by using or applying the characteristics of game elements."

It has been a significant element of K-12 education since the 1980s.

Research is ongoing, but with a move into higher ed in the early 2000s we see gamification positively correlated with learning outcome achievement in university classrooms.

DIGITAL AND INTERACTIVE STORYTELLING



Game design + Narrative structure.



Helps engage learners (activity) and promote deeper understanding (assignment).



Allows students to contribute visually, narratively, technologically a great group project for recognizing multiple skill sets.

SMEDA, DAKICH, AND
SHARDA. "THE
EFFECTIVENESS OF DIGITAL
STORYTELLING IN THE
CLASSROOMS: A
COMPREHENSIVE STUDY."
SMART LEARNING
ENVIRONMENTS 1:6, 2014.

"The findings from this study suggest that digital storytelling is a powerful tool to integrate instructional messages with learning activities to create more engaging and exciting learning environments. It is a meaningful approach for creating a constructivist learning environment based on novel principles of teaching and learning. Thus, this approach has the potential to enhance student engagement and provide better educational outcomes for learners."

We make sense of the world through story



We understand the stakes through game mechanics



Put them together and...

The image features a white background. On the left, there is a tangled mass of ropes in yellow, red, and green. On the right, there is a ball of yellow rope with a hand-drawn sun in black ink. The sun has several rays and a face with three horizontal lines for a mouth. A white speech bubble with a black outline is positioned on the left side, containing text.

TWINE

Let's head back over to:

<https://barabus.tru.ca/twine/>

KALTURA VIDEO QUIZ

Why use Interactive
video Quizzes?

Encourage engagement

Promote active viewing

Measure participants'
interest and
understanding

PREPARING FOR YOUR INSTRUCTIONAL VIDEO

1

Select or create your video

2

Determine interactive elements and time stamps

3

Prepare questions and/or text



KALTURA VIDEO QUIZ

Let's head over to:

<https://media.tru.ca/>

SEE YOU NEXT WEEK!

Building Workshop: Making Games or Slidos or Building Videos

