

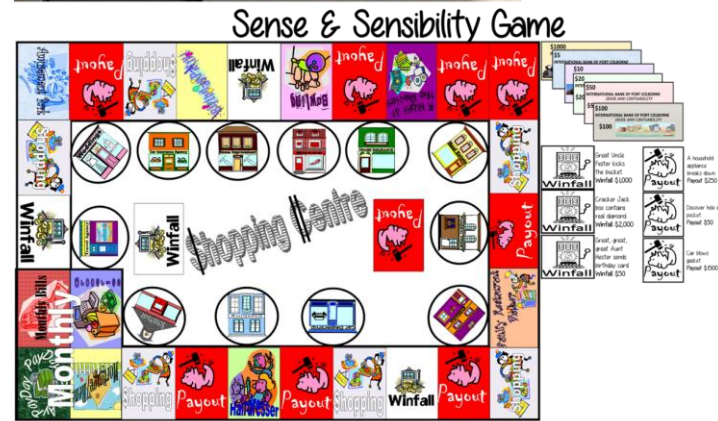
Games & gamification

Games are fun and allow the learner to become so involved they forget that they are engaged in serious learning. Games require very little structure. They challenge the learner's memory recall, promote collaboration within the learning environment, and can stimulate learners to participate and interact with each other. Games provide a suspended disbelief of reality for the learners which is important in experiential learning.

In 2005, I was hired to develop a Health & Safety and Worker's Compensation program for a mid size manufacturer. The business was male driven, and the workers were not invested in learning. In getting to know my audience, I realized that the workers would bet on anything, and I mean anything, including where someone's spit would land when spitting in the wind (I kid you not). I challenged myself as to how I could create a learning strategy that the workers could invest themselves in. I took an old Steeple Chase game (the one where horses run around a racetrack) and converted it to my purpose. After each learning session the workers who could correctly answer the session questions would receive points. Each point represented a length on the racetrack. The workers quickly took to playing the game and to challenging each other to jockey for position. The employer donated small prizes for each race's triple crown winner. Success! The rate of injuries on the job dropped to zero and the employer was thrilled.

In 2006, I was asked to develop a program on financial literacy for those who were experiencing life challenges. Financial literacy at the time was acknowledged as necessary but had concepts that many individuals found difficult to acquire. I developed a board game and a learning module where these concepts were covered. Because of the success of this strategy, I was approached by Parker Brothers to buy the game. Unfortunately, I would have to give up all rights to the game for not very much money. I forwent the opportunity and kept the rights to the game for myself for better or worse. If you would like to learn more about this game, please contact me.

Since my early successes with games and gamification, my practice has evolved. Lately, I have been creating games or gamification using new software applications. I look forward to the continuing evolution of this strategy in future program builds.



Feed Navvy
Have Mascot eat the seeds and reveal the guidelines for video use.

Player controls

To move Mascot left, press the left cursor key on your keyboard.

To move Mascot right, press the right cursor key on your keyboard.

To have Mascot jump and eat the seeds, position Mascot under the seeds and press the spacebar on your keyboard.

