

DESIGNING GAMIFICATION ENVIRONMENTS FOR THE TEACHING AND LEARNING MATHEMATICS

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in Mathematics Education

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GAMIFICATION

The use of game design elements in non – game contexts.

(Deterding et. 2011)

SOME EXAMPLES

foursquare





Local Guides



JAVIER ELÍO
NIVEL 2



	Reseñas	14
	Lugares Con Fotos	2
	Lugares Con Respuestas	11
	Lugares Añadidos	0
	Lugares Editados	0
Total		27

MÁS INFORMACIÓN SOBRE LOS PUNTOS

Los puntos pueden tardar aproximadamente 24 horas en actualizarse. Corresponden a un lugar, no a una foto ni a una respuesta concreta.

Gana puntos y llega al nivel 3



EMPEZAR A COLABORAR

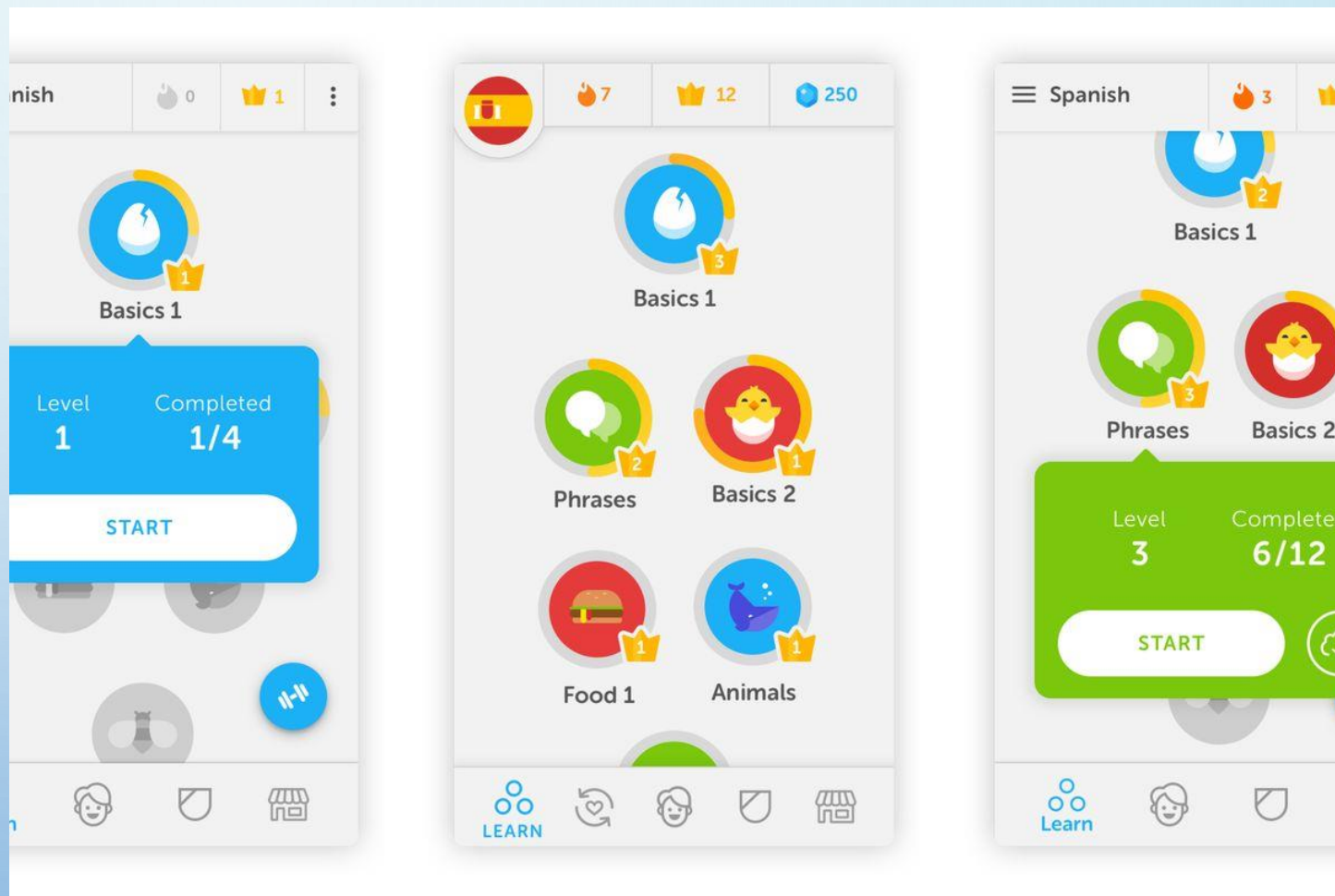
VENTAJAS

- NIVEL 1**
 - Boletín informativo de Local Guides
 - Participa en talleres y hangouts organizados por Google.
 - Participa en concursos exclusivos para Local Guides (en algunos países)
- NIVEL 2**



NIKE +





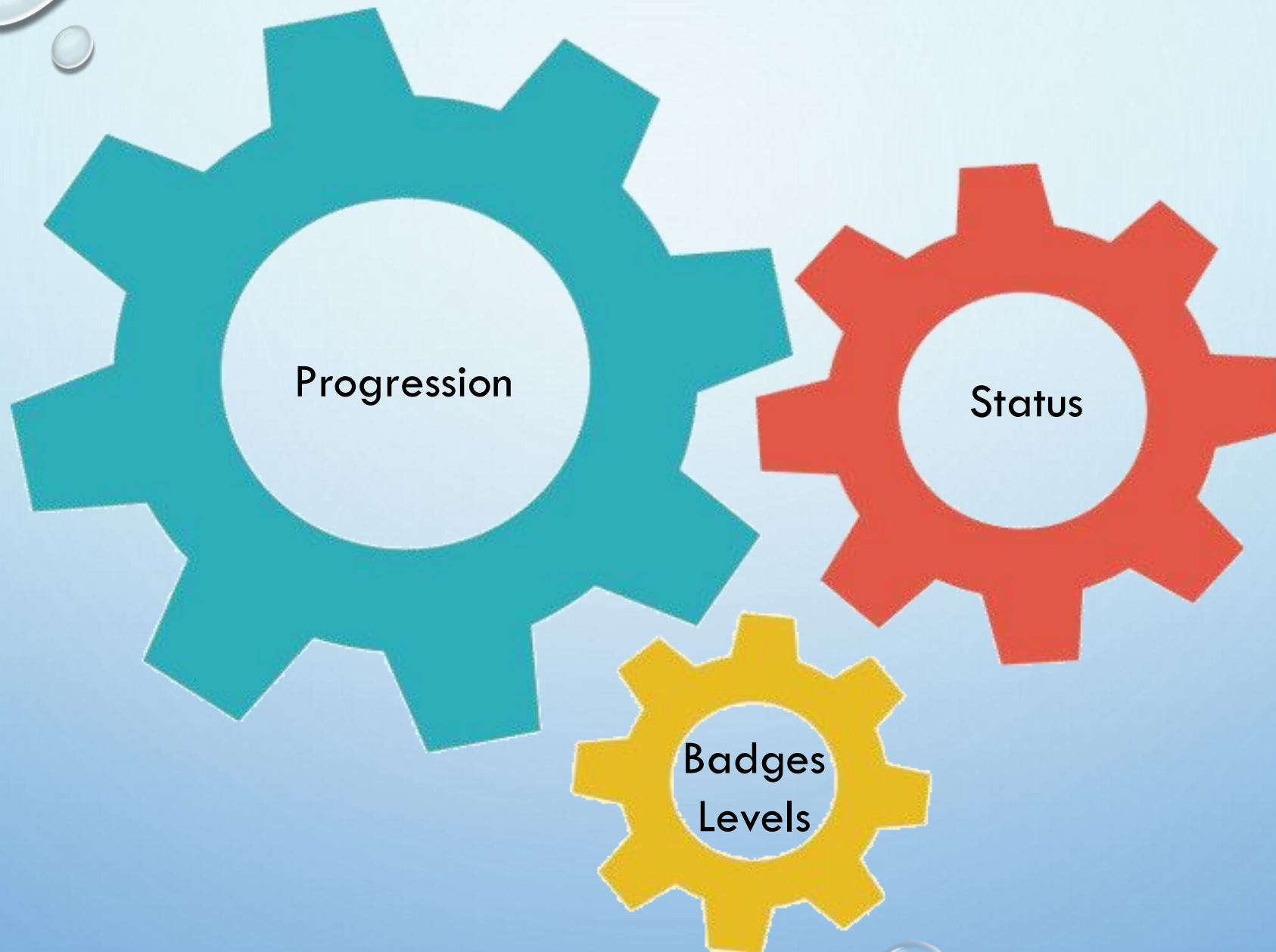
ELEMENTS

Dynamics: Rules – Narrative – Progression

Mechanics: Challenge – Reward – Feedback – Status

Components: Points – Levels – Leaderboard – Content unlocking – Badges





Player Types (Bartle (1996))

- Achiever
- Explorer
- Killer
- Socializer



Why gamification within education?

Motivation

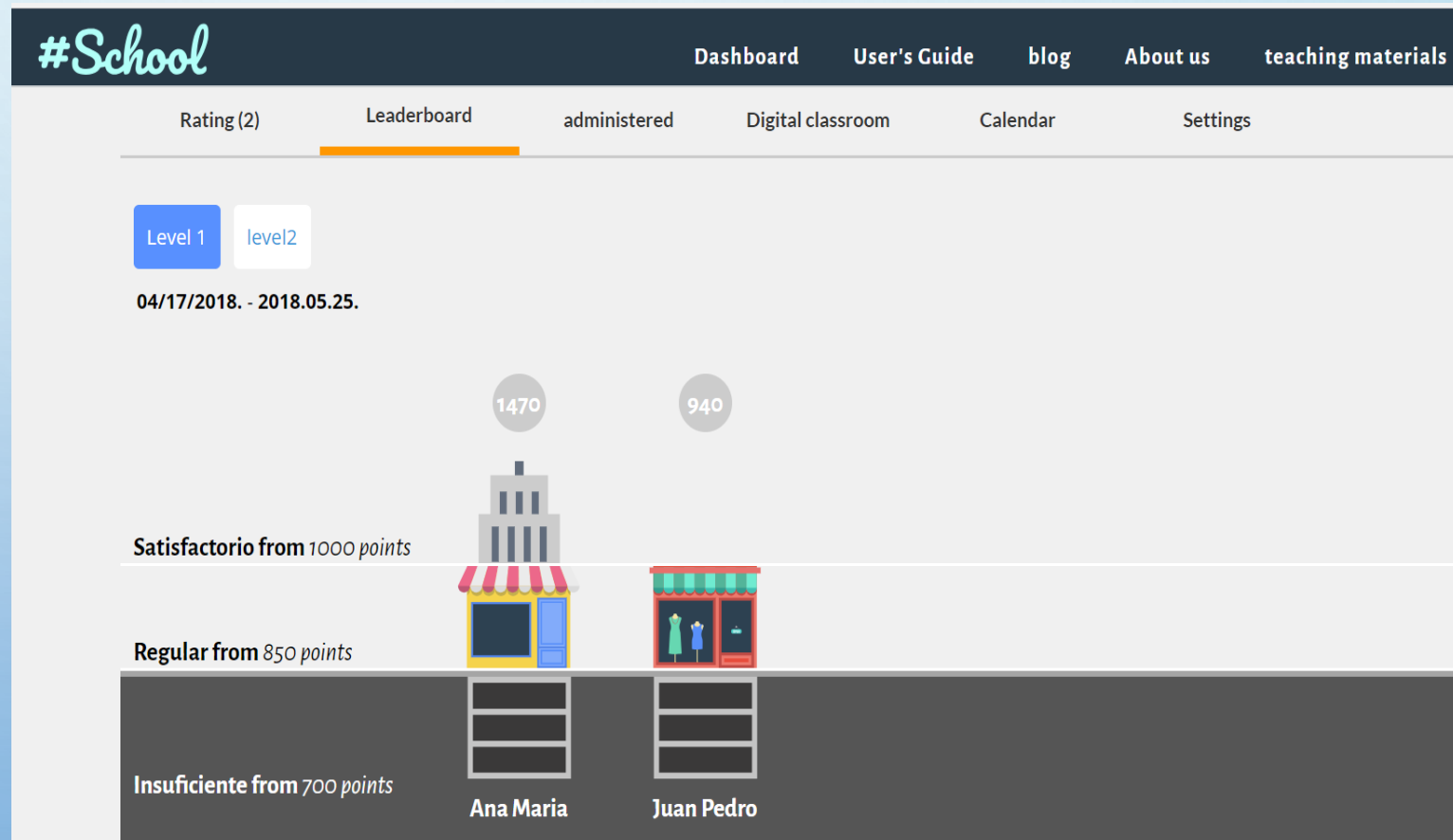
Engagement

Change behaviours (group work, etc)



#School

- ✓ Points
- ✓ Leaderboard
- ✓ Levels
- ✓ Crate New Material
- ✓ Material Repository
- ✓ Create New Class



QUIZIZZ

- ✓ Points
 - ✓ Leaderboard
 - ✓ Challenge
-
- ✓ Create New Material
 - ✓ Material Repository

Back to Home

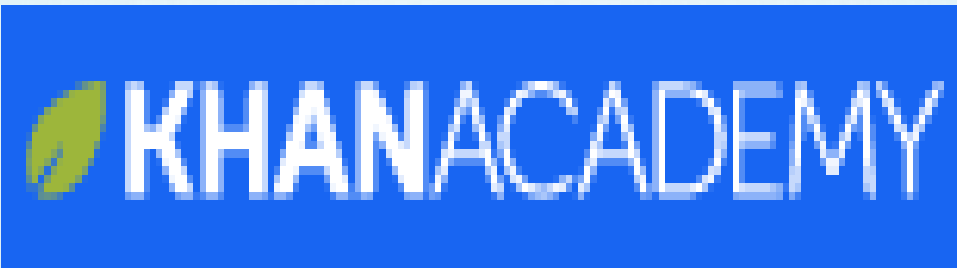
Save Data

Name	Score	1	2	3	4	5	6
 Rachel	7600	✓	✓	✓	✓	✓	✓
 Mike Ross	6690	✗	✓	✓	✗	✓	✓
 Jill	6380	✓	✓	✓	✗	✗	✓
 Daniel	6270	✗	✓	✓	✗	✓	✗

Back to Home

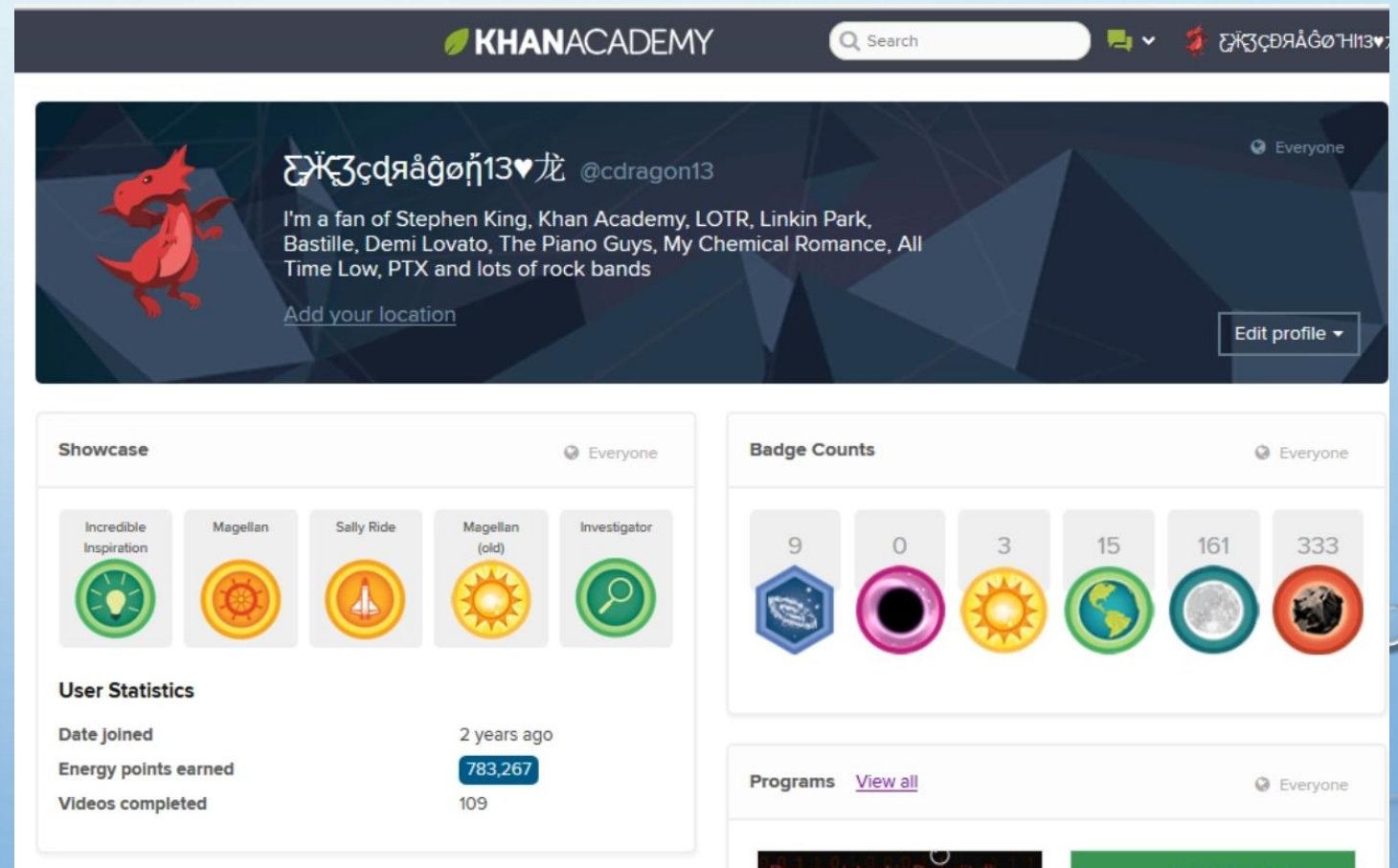
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 Daniel	6270	✗	✓	✓	✗	✓	✗



- ✓ Points
- ✓ Badges
- ✓ Avatar
- ✓ Achievement

- ✓ Material Repository
- ✓ Create New Class





**Why some gamification features are incorporated?
And why not others?**

Which features should a good gamification editor have?

Thank you for your attention.

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