

# Educationary

A Gamification Tool for Educators

## Overview

This game-like activity can be used by educators to come up with ideas for game-like & gamified learning experiences (GLL & GL) during the design process.

There are different playing modes available. It is recommended to begin with the “Sparring Mode”.

## Sparring Mode

This mode can be played with the default card set (see below). It allows you to play with the different elements of GLL & GL design.

## For 1-4 Players

This activity is for 1-4 players who want to come up with ideas for game-like learning & gamified learning scenarios.

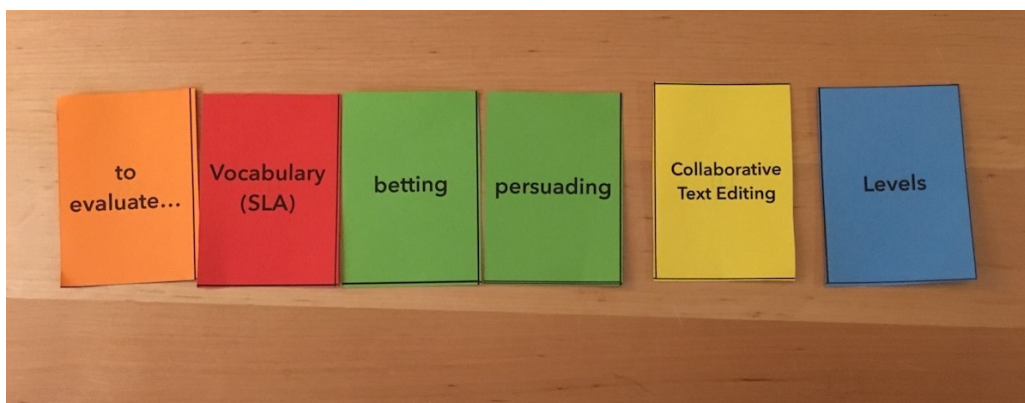
## Materials

- Playing Cards
- Pens & Paper



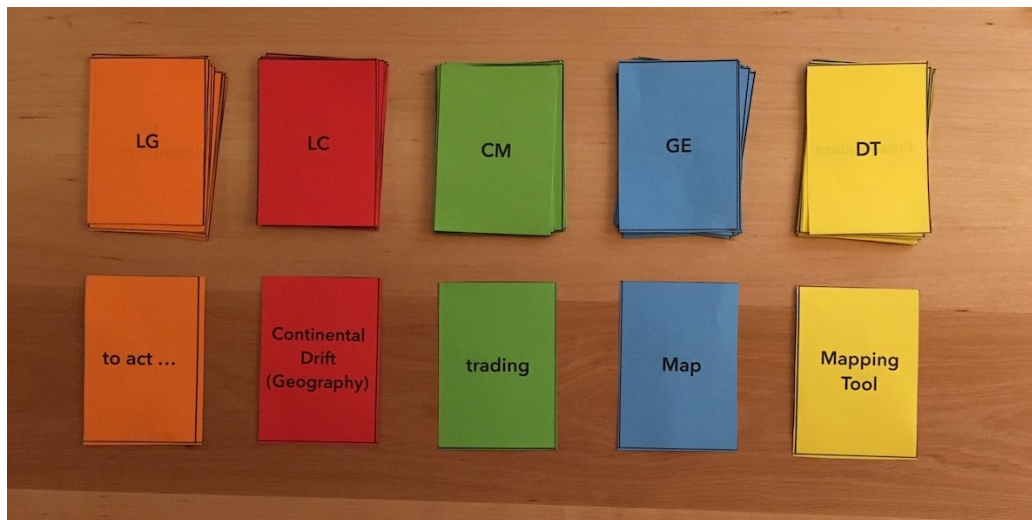
## Goal

Players generate ideas for GLL or GL experiences by **finding and combining cards** to create a basic idea for a meaningful GLL or GL experience. Players have to **explain their idea** to the other players.



## Setup

- **Draw Piles:** The cards of each category are shuffled and set up as draw piles for each category (back side up).
- **Discard Piles:** The first card of each draw pile is used to make a discard pile (face side up).



The categories are:

- LG** = Learning Goal
- LC** = Learning Content
- CM** = Core Mechanic
- GE** = Game Element
- DT** = Digital Technology

- Each player gets one card of each category as well as one additional CM card.



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## Rules

### **Phase 1 - Collecting & Trading**

1. Players begin to think about a meaningful learning experience they could create with their cards. This idea does not have to be very detailed and can be playful.
2. Players take turns drawing cards. With each turn, a player can take a card from a draw pile or any card from the discard piles (but just one). Subsequently they have to discard one of their cards. But each player has to have at least one card of each type in their hand.
3. When a player is happy with their idea for a learning experience, they put down their card in front of them. All other players MAY pick one additional card and do not discard any other of their cards. Then the game continues as before. – If all players but one put down their cards within the first 3 rounds, the last player gets to play three more rounds (if they want to).
4. When only one player is left, this player gets to trade cards one last time.

### **Phase 2 - Presentations & Discussion**

1. When all players are finished, every player presents their idea by laying out the cards in front of them. The player who finished first gets to explain their idea first.
2. The game idea MUST contain the elements from all cards (and therefore from all categories), and it CAN include additional elements.
3. Players can comment on, question or contribute to each others ideas. Helping each other in this phase is also great! Keep in mind that this phase is about communication & collaboration, not about criticizing or looking for flaws.
4. Players write down designable ideas.

Afterwards you can elaborate on your ideas. Focus especially on the alignment of learning goals and game elements. Create prototypes and test them.

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## Extensions

### IRL Mode

- Before playing, each player has to come up with one or more LGs - try to limit the amount of LGs as much as possible. Ideally this happens before playing. Each of these LGs has to be written on a single LG card. Each player keeps their LG card(s).
- Players can add LC from their subject area respectively, or CMs, GEs and DTs as needed.
- Remove the respective categories from the game and use the player generated cards instead.
- Continue with setup instructions for Sparring Mode.

### Coop-Mode

- Choose the card(s) that all players have to use with their idea and remove the other cards from these categories.

### Educational-Combo

Combine the Coop-Mode with one of the other modes.

Created by: Daniel Behnke, [digital-spielend-lernen.de](https://digital-spielend-lernen.de), 2018.

This activity (Educational) uses Andrew Looney's game design engine  
[Nanofictionary \(© 2002-2017 by Looney Labs\)](#)  
which is used here with permission from Looney Labs.

# Educationary



## Playing Cards

### About

These cards can be used to play Educationary, the game-like activity which allows educators to come up with ideas for game-like & gamified learning experiences during the brainstorming phase in the design process.

### Setup

Print out the cards on colored paper (e.g. matching the colors in the game instructions) and cut them out – ideally using duplex printing and a paper cutter.

### Notes

These cards contain sample content and blank cards. Players can use the sample cards for the „Sparring Mode“, which allows you to brainstorm without a predefined Learning Goal or Content. If you want to play with learning goals and content from your subject area, please make use of the blank cards.

The Learning Goals have been taken from Bloom's and Anderson & Krathwohl's (Revised) Taxonomies. The Core Mechanics have been inspired by [TeacherQuest](#).



LG	LG	LG	LG
LG	LG	LG	LG
LG	LG	LG	LG
LG	LG	LG	LG

<b>to know...</b>	<b>to explain...</b>	<b>to illustrate...</b>	<b>to apply...</b>
<b>to differentiate ...</b>	<b>to evaluate...</b>	<b>to decide...</b>	<b>to design...</b>
<b>to plan...</b>	<b>to internalize...</b>	<b>to form an opinion about...</b>	<b>to judge ...</b>
<b>to follow instructions ...</b>	<b>to act ...</b>	<b>to perform...</b>	<b>to imitate...</b>



LC	LC	LC	LC
LC	LC	LC	LC
LC	LC	LC	LC
LC	LC	LC	LC

Vocabulary (SLA)	Speaking (SLA)	Writing (SLA)	Sentence Structure (SLA)
Multiplication (Math)	Fractions (Math)	Acoustics (Physics)	Energy (Physics)
Text Comprehension (English)	Story Analysis (English)	Evolution (Biology)	Cells (Biology)
Continental Drift (Geography)	Basketball (PE)	Chords (Music)	Periodic Table (Chemistry)

CM	CM	CM	CM
CM	CM	CM	CM
CM	CM	CM	CM
CM	CM	CM	CM

**choosing**

**competing**

**chasing**

**trading**

**jumping**

**tricking**

**persuading**

**stealing**

**writing**

**guessing**

**betting**

**building**

**connecting**

**finding**

**matching**

**shooting**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

**GE**

<b>Avatar</b>	<b>Story</b>	<b>Opponent</b>	<b>Goal</b>
<b>Dice</b>	<b>Ball</b>	<b>Music</b>	<b>Sounds</b>
<b>Feedback</b>	<b>Timer</b>	<b>Mission</b>	<b>Badges</b>
<b>XP</b>	<b>Map</b>	<b>Easter Egg</b>	<b>Levels</b>

DT	DT	DT	DT
DT	DT	DT	DT
DT	DT	DT	DT
DT	DT	DT	DT

<b>Video</b>	<b>Audio</b>	<b>Blog</b>	<b>Wiki</b>
<b>Forum</b>	<b>Poll</b>	<b>Search Engine</b>	<b>Email</b>
<b>Flash Cards</b>	<b>Social Media</b>	<b>Screencast</b>	<b>HTML Module</b>
<b>Spreadsheet</b>	<b>Collaborative Text Editing</b>	<b>Presentation</b>	<b>Mapping Tool</b>



