Taking a Pedagogical Hammer to Technology

Dr Bron Stuckey @bronst

Self Determination Theory

Deci, E. L., & Ryan, R. M. (2000).

Self-Determination Theory

Humans' three basic needs

Competence

need to be effective in dealing with environment

Autonomy

need to control the course of their lives

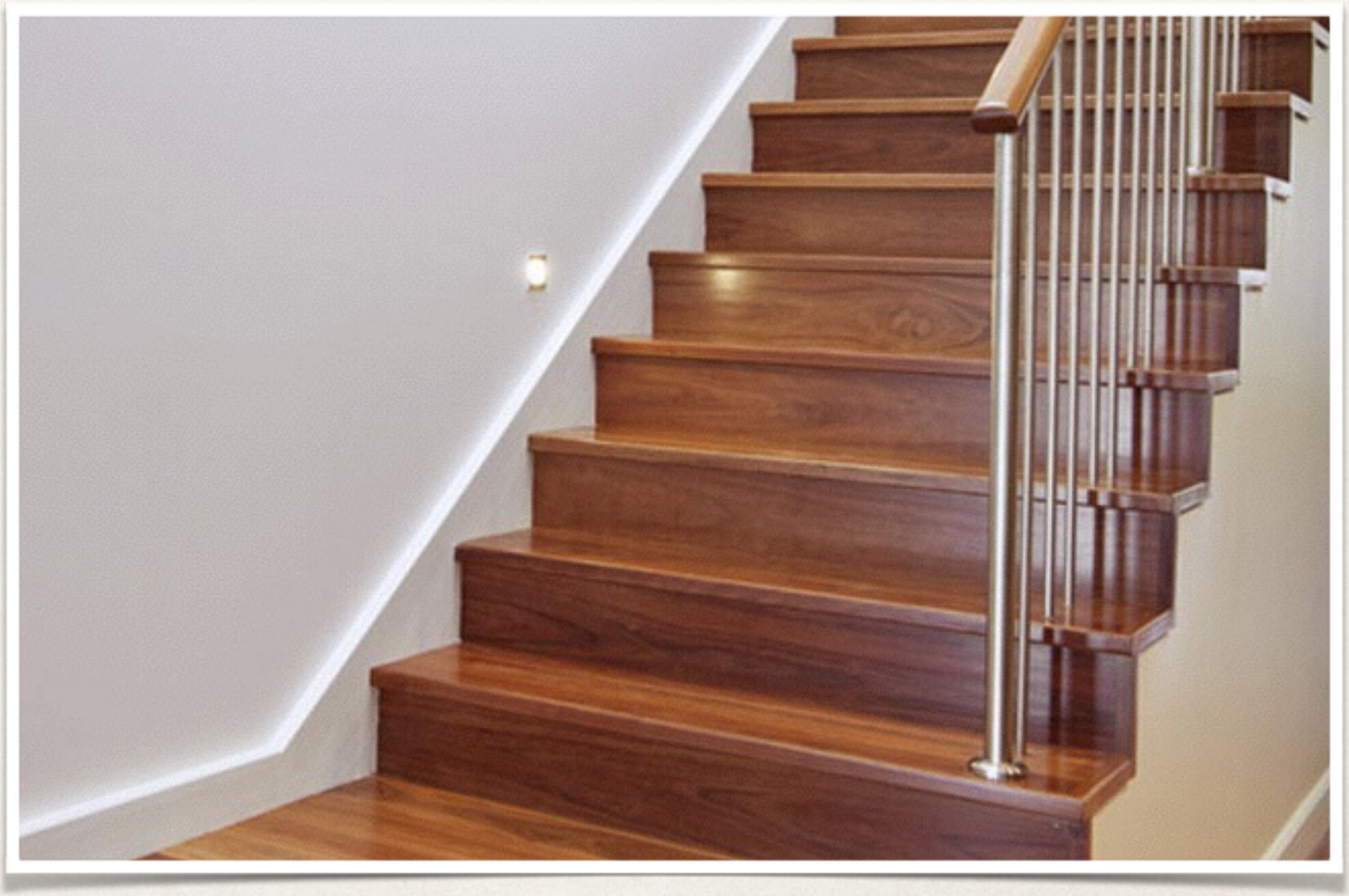
Relatedness

need to have a close, affectionate relationships with others

Image sourced from: https://positivepsychologyprogram.com/self-determination-theory/

Educational/Gameful Technology

Let's apply Self Determination Theory to a technology we all know



WHACK!

10 x 6 = 60
9 x 6 = 54
6 x 6 = 48
7 x 6 = 42
6 x 6 = 36
5 x 6 = 30
4 x 6 = 24
3 x 6 = 18
2 x 6 = 12
1 x 6 = 6

3 = 30
10 x 6 = 60
= 27
9 x 6 = 54
= 24
6 x 6 = 48
72
3 = 21
7 x 6 = 42
= 6
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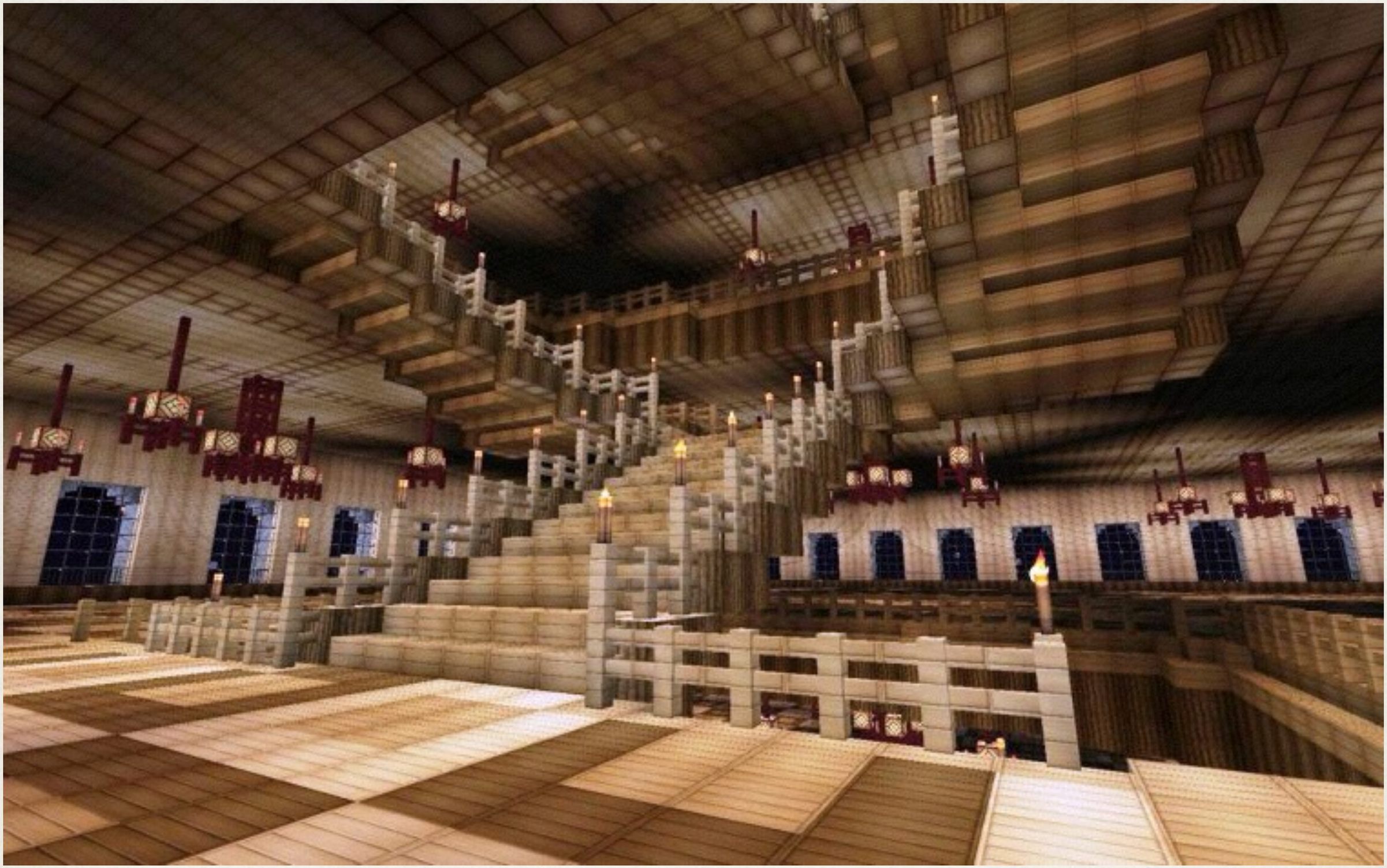
x 3 = 3
1 x 6
WHACK!



WHACK!

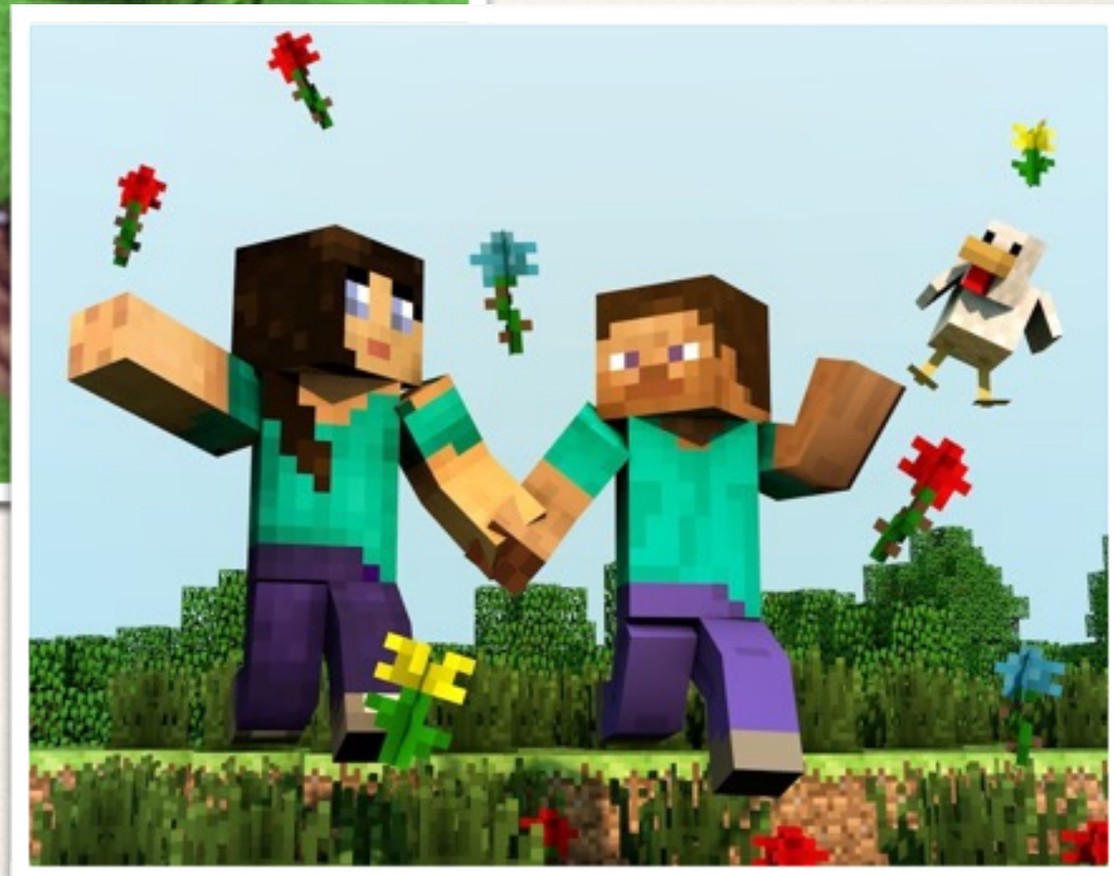
Meanwhile in school

Meanwhile in school

Meanwhile in school

EPIC FAIL!

Minecraft



GradeCraft

https://www.youtube.com/watch?v=kxb3wVwmYyc

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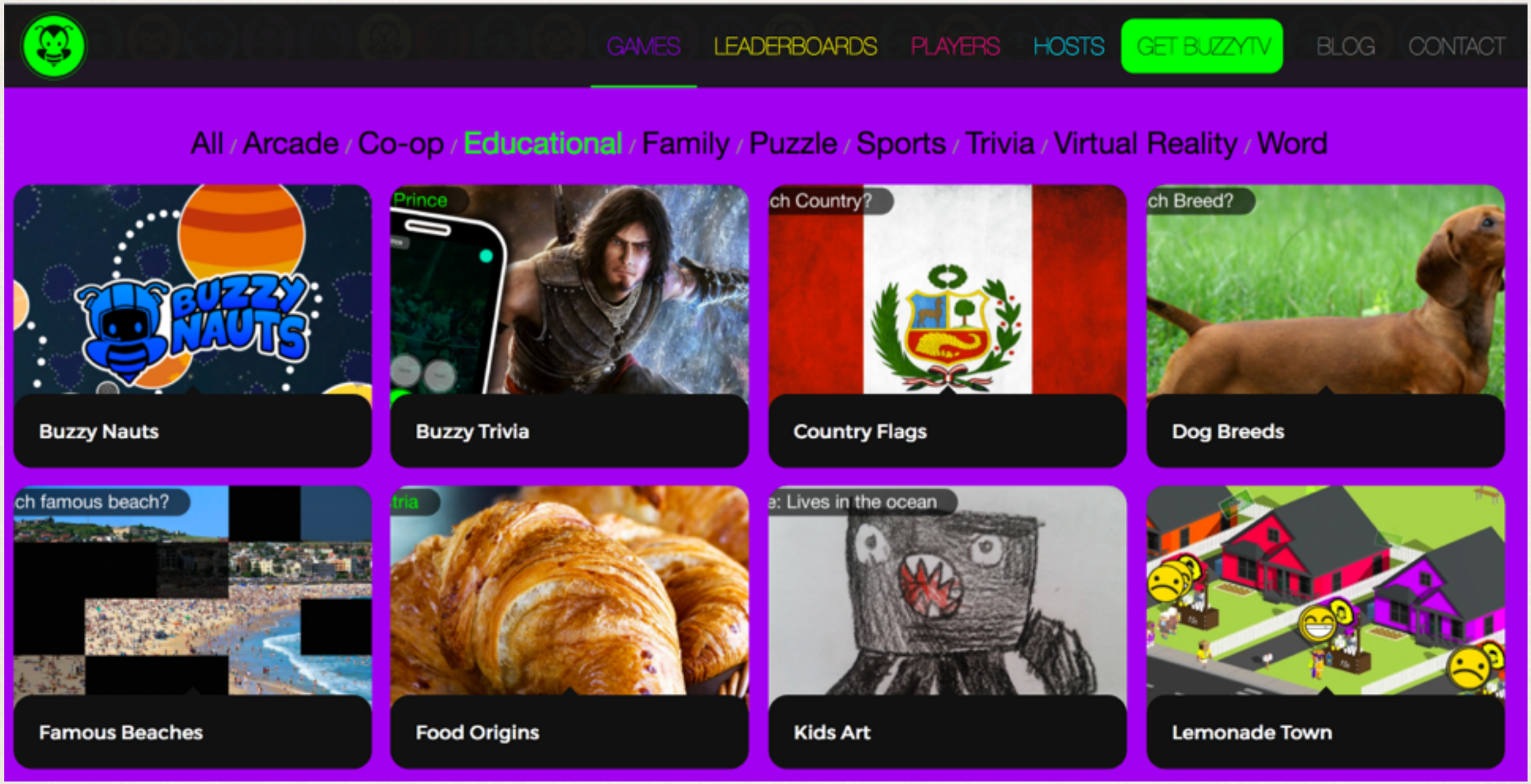
SMART Lab

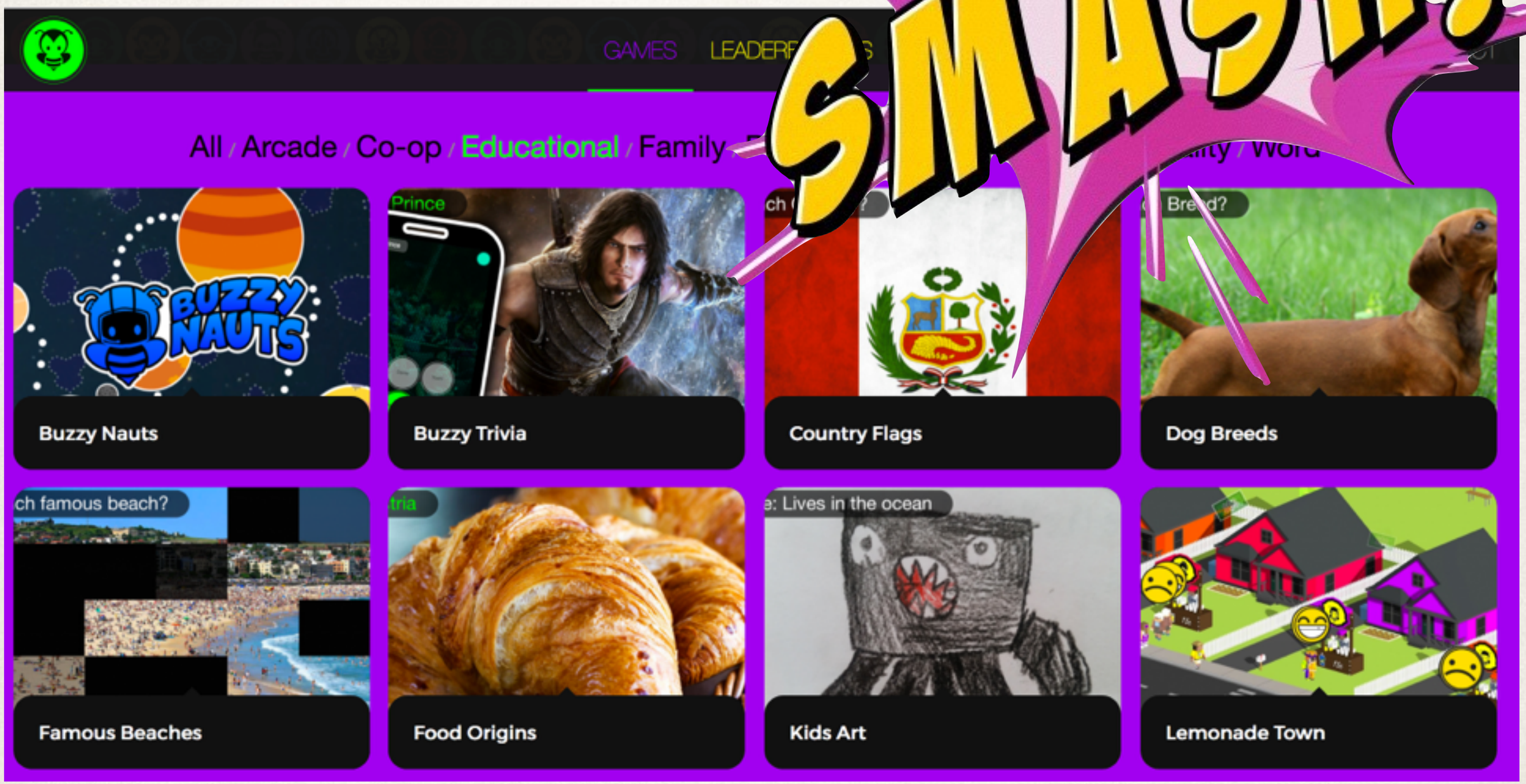
SMART Lab

Buzzy TV



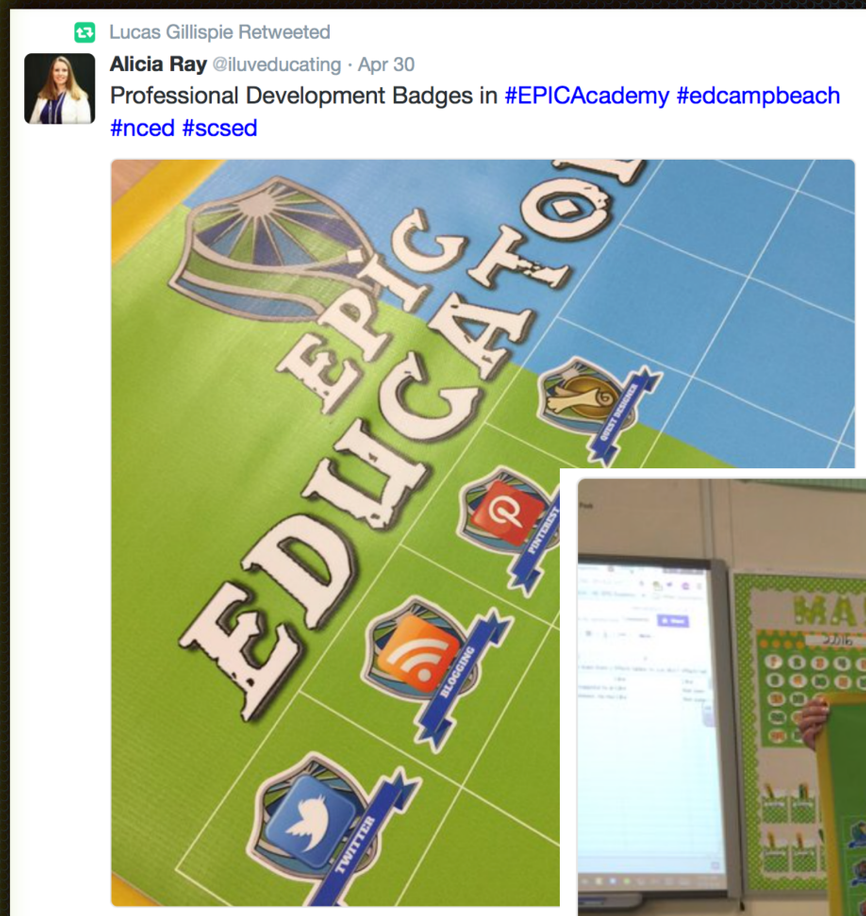
http://buzzytv.com/games/

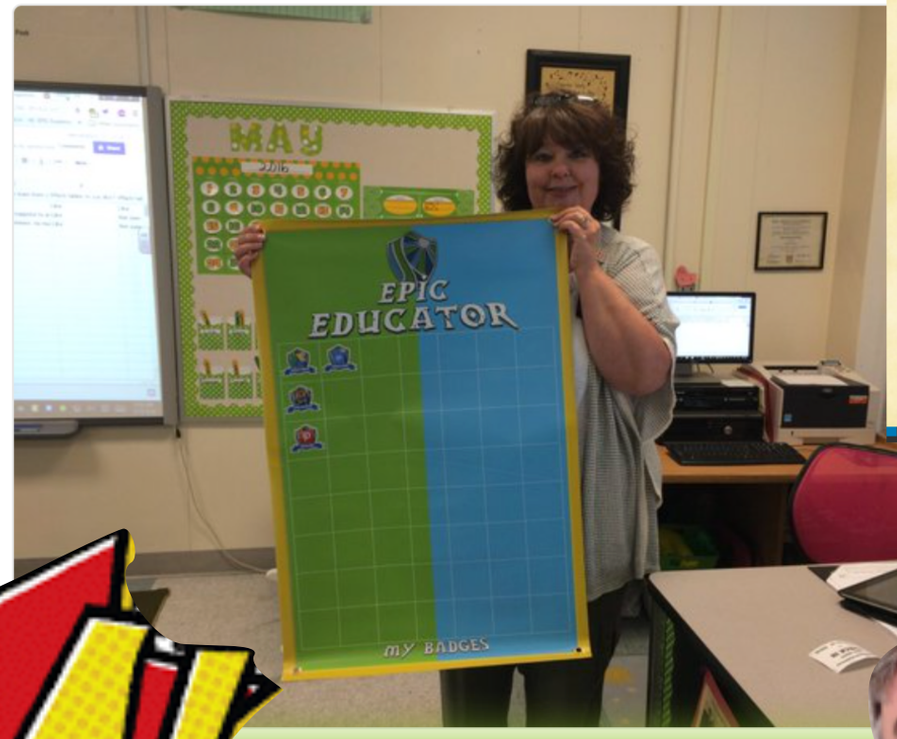
Buzzy TV



http://buzzytv.com/games/

Gamified Professional Learning





SURRY COUNTY SCHOOLS
EPIC
ACADEMY

@lucasgillispie

http://edurealms.com/

Curriculum for the Future

NZCER

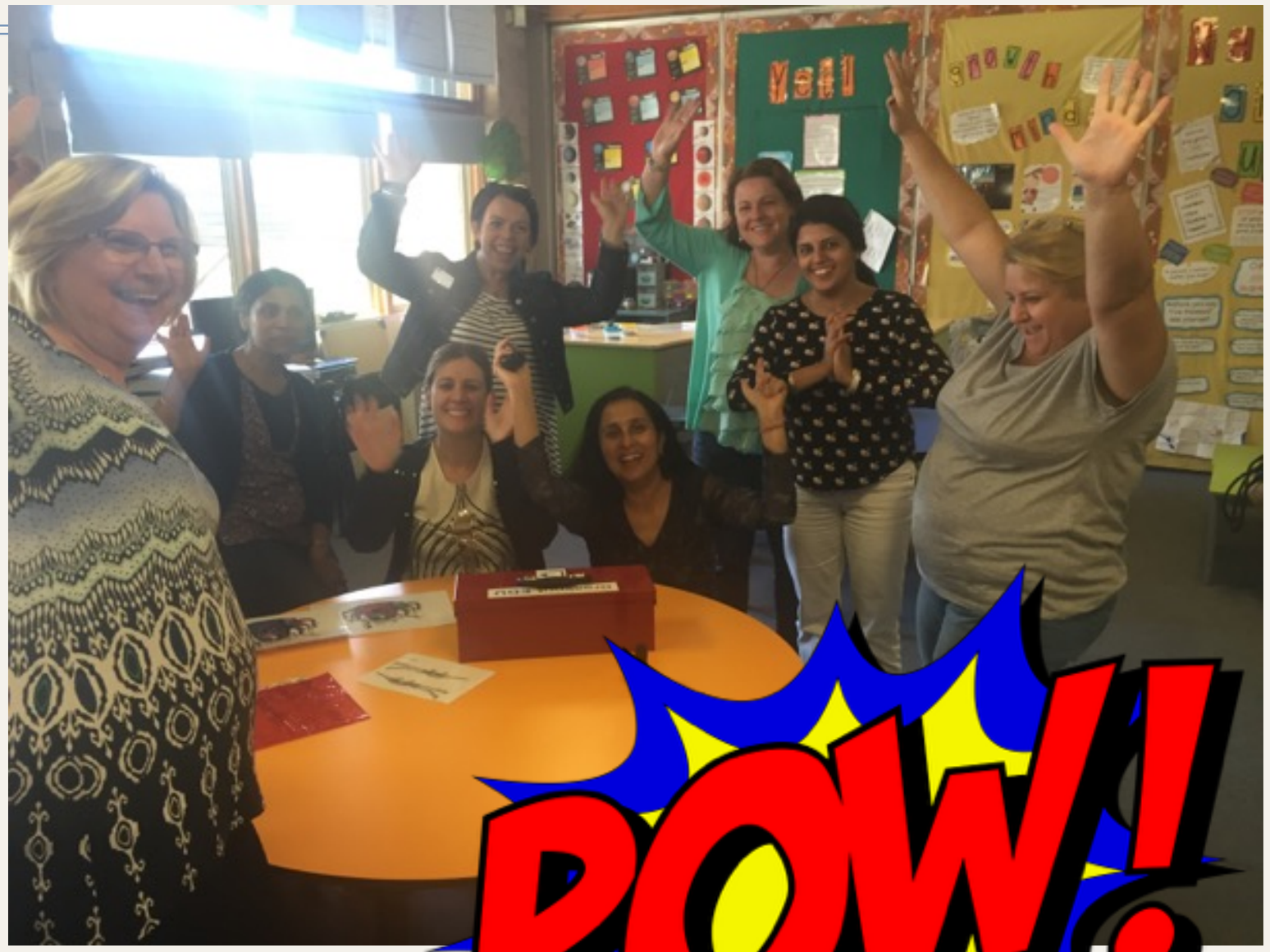
Envisioning the future

Rachel Bolstad

@shiftingthinkng

http://www.nzcer.org.nz/research/curriculum-future-digital-game

Onboarding with Breakout Edu

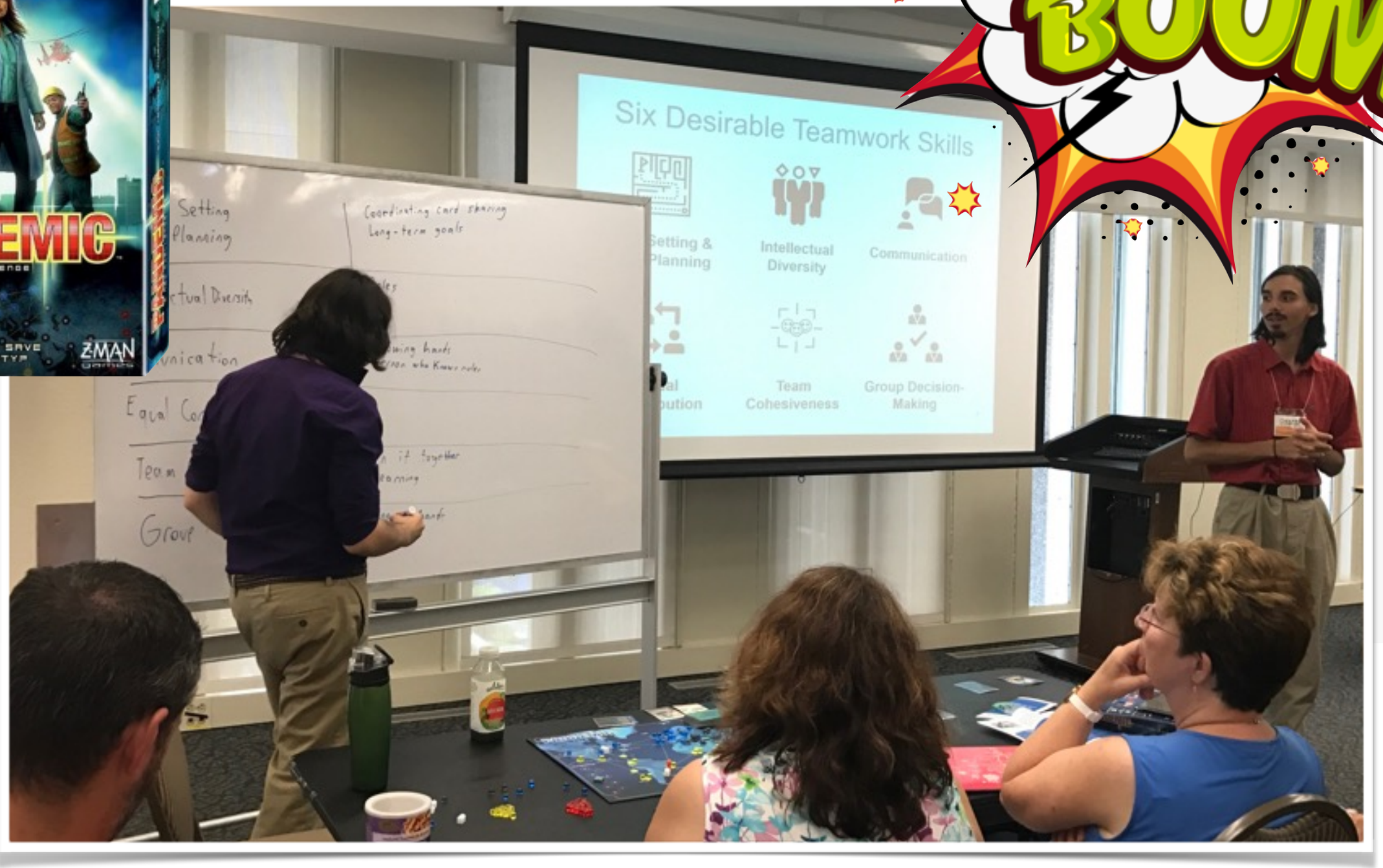


https://www.breakoutedu.com/

Challenges build in SimpleQuest

Design your own Google form/sheets based quests experiences in learning.

alicekeeler.com/simplequest



John Morelock and Joshua Garcia Sheridan Graduate Students, Virginia Tech

History

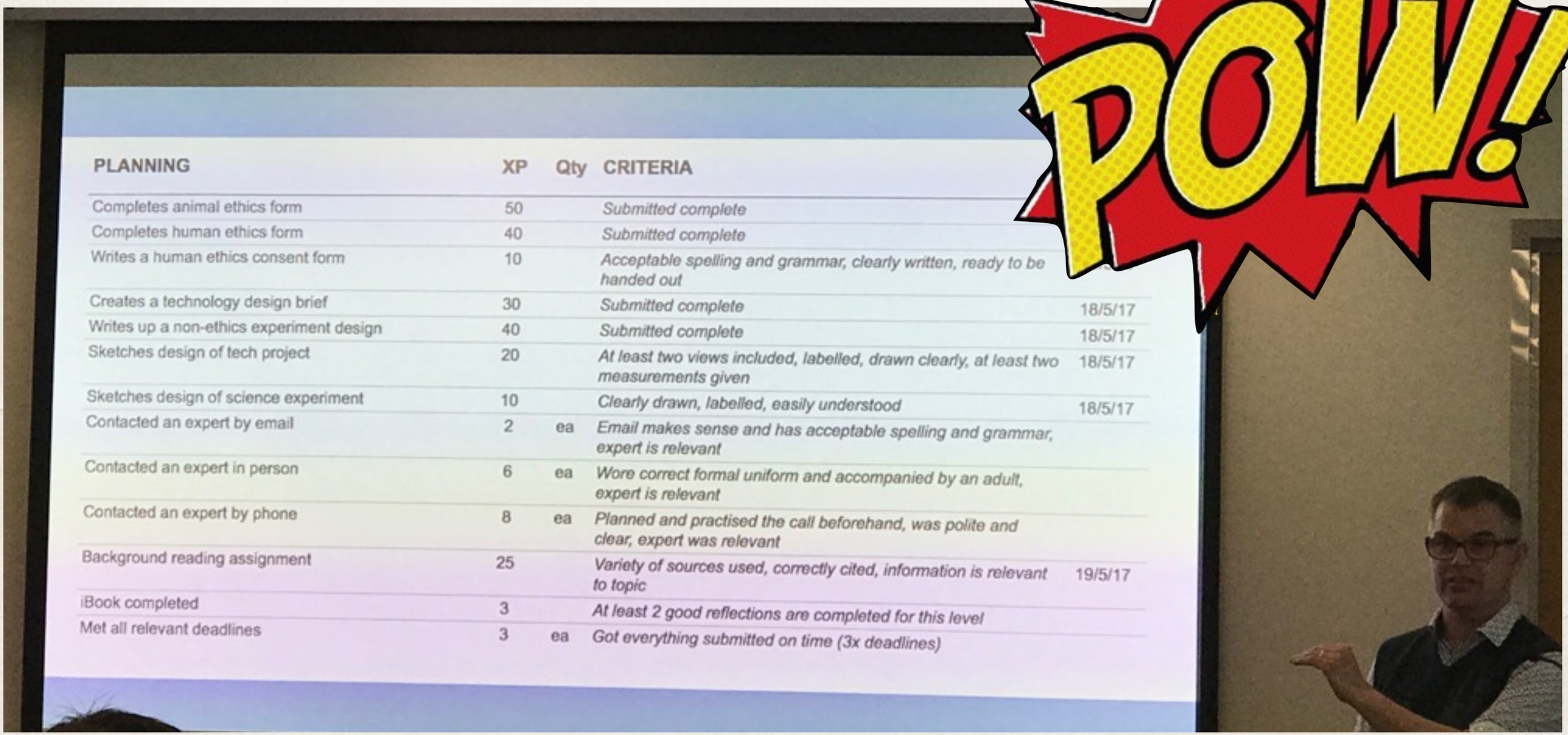
Paul Darvasi, Canada

Studies of Caesar and the Roman Empire

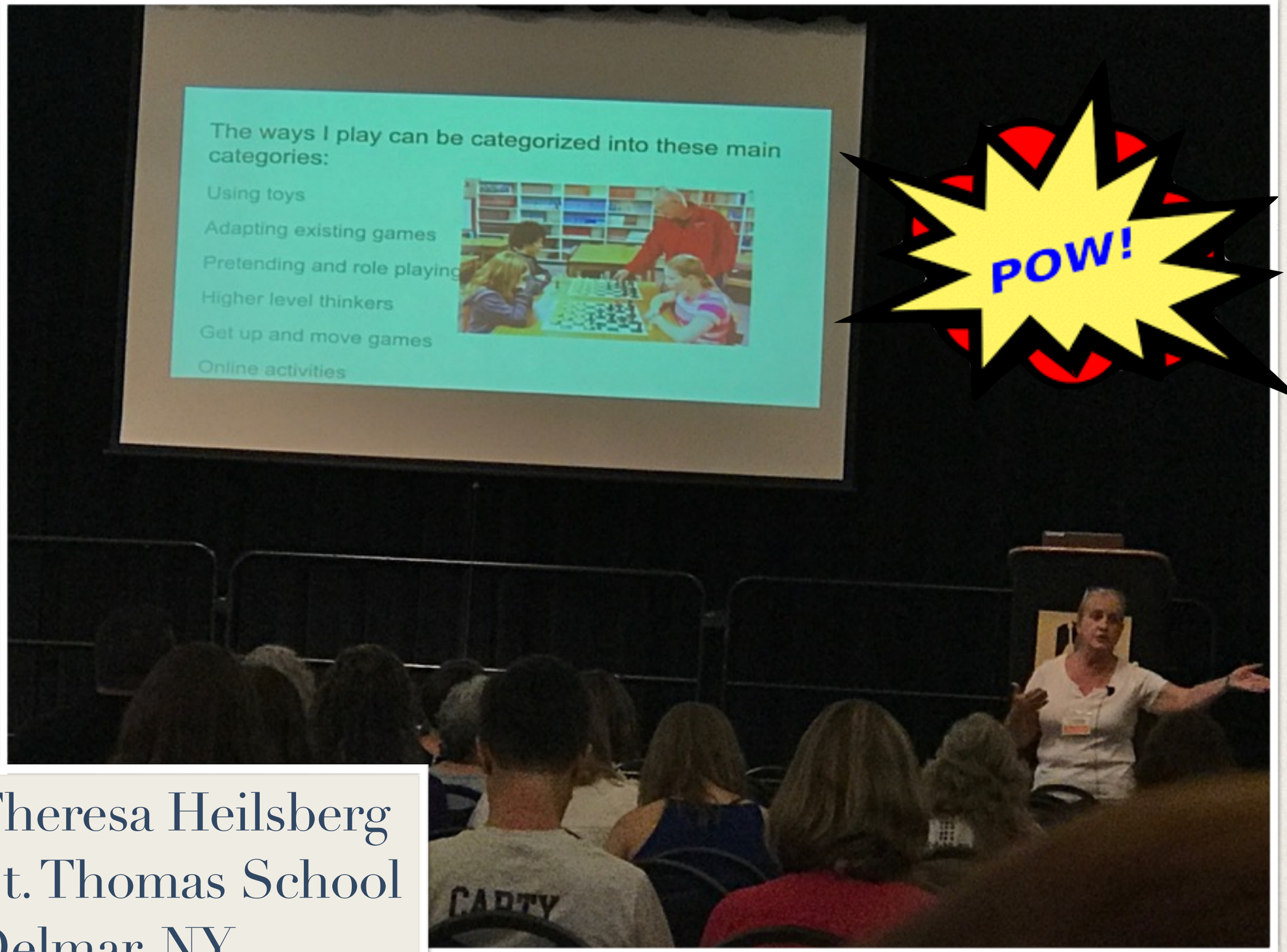
http://www.ludiclearning.org/

Gamified science projects

CREST Awards Researching and investigating creative and innovative science and technological solutions to practical problems



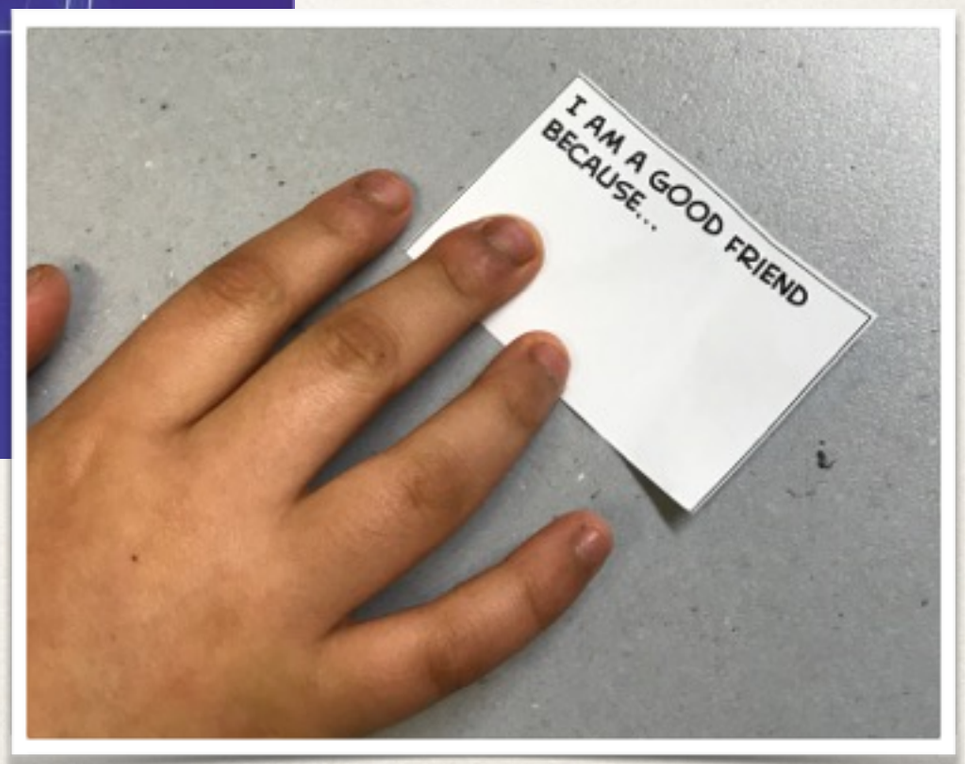
Simon Christie, Selwyn House School New Zealand



Theresa Heilsberg
St. Thomas School
Delmar, NY.

Counselling Students

Marcela Malvicino
Counseling



Parramatta Primary School, Australia

Play testing and design thinking

Senior primary students play a K-3 game, take it to a Kinder classroom, observe play for the target group, collect feedback and make design changes to the game.

BAM!

@KarenBinns

- Connect to startups and real clients

theta

About Solutions Technologies Customers News & Blogs

Innovation lab working with Newlands Intermediate on HoloLens exhibition tech

Theta News

Case Studies

Tech blog

Jim Taylor
@jimtaylor1974

Follow

Some great ideas from the MiniDevs at #NewlandsInt for #AR learning with #HoloLens, gamify all the things! (BTW I know its not a pigeon)

3:54 PM - Sep 7, 2017

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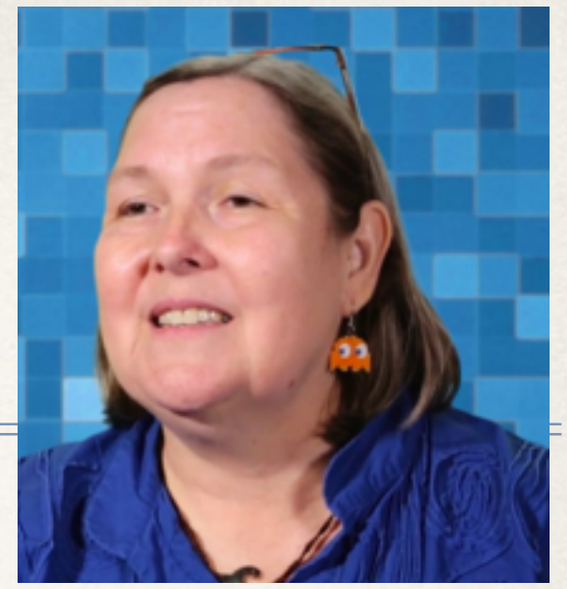
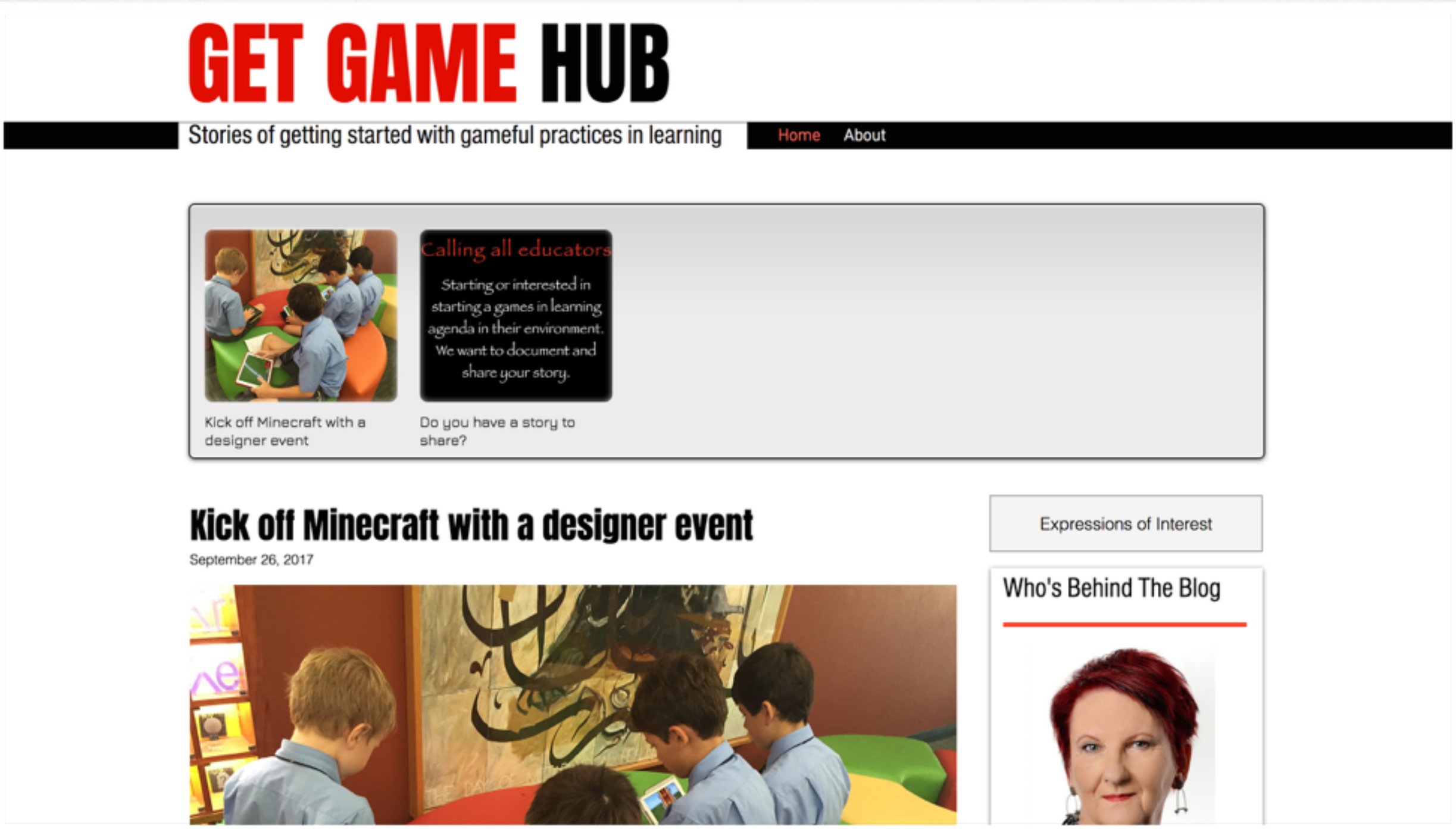


Marianne Malmstrom
@knowclue

https://www.theta.co.nz/news-blogs/theta-news/innovation-lab-goes-back-to-school/

Do you have a story to share?



http://www.getgamehub.net/

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Educational Consultant in Community, Learning and Gameplay

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