

Taking a Pedagogical Hammer to Technology



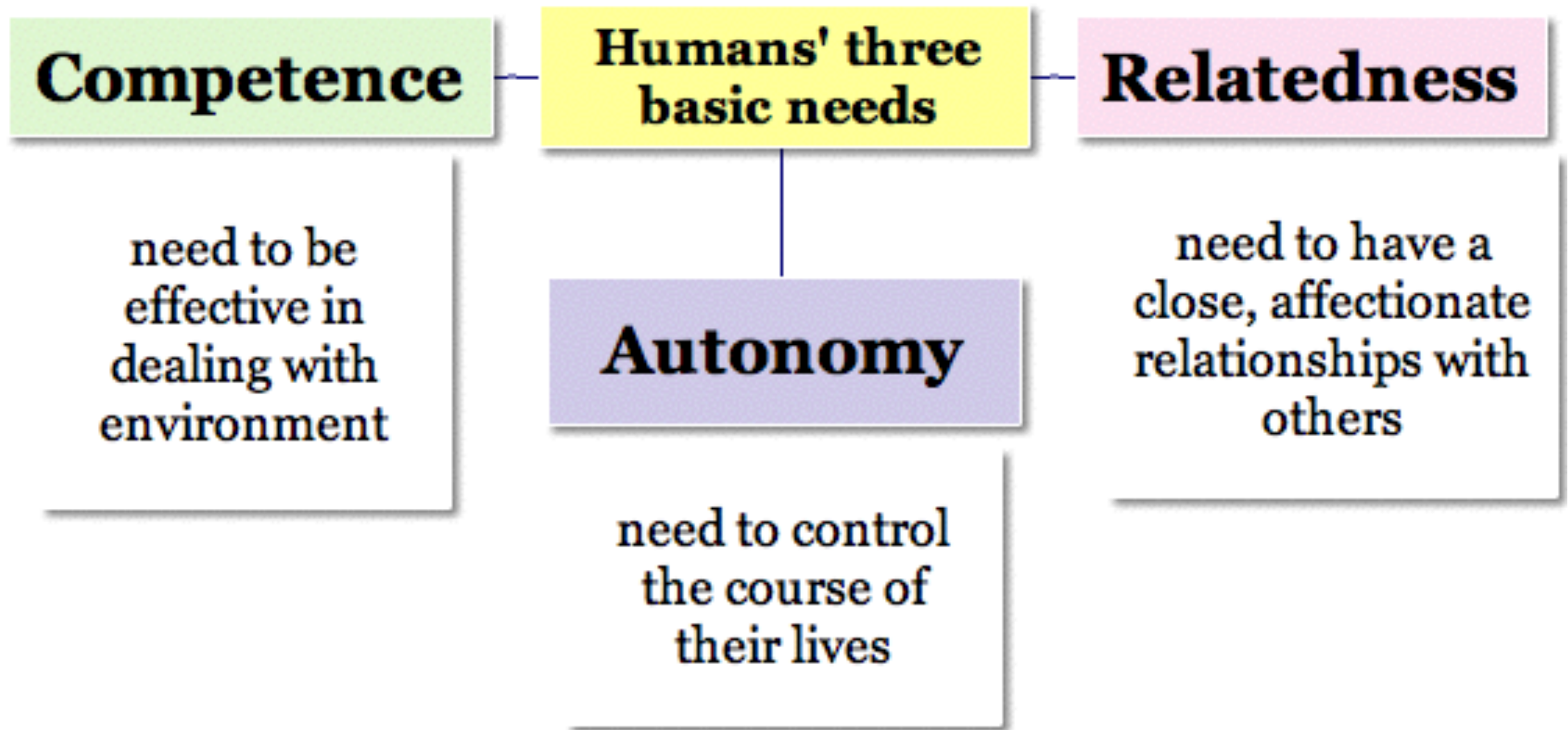
Dr Bron Stuckey @bronst

Self Determination Theory



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

Self-Determination Theory



Educational/Gameful Technology



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



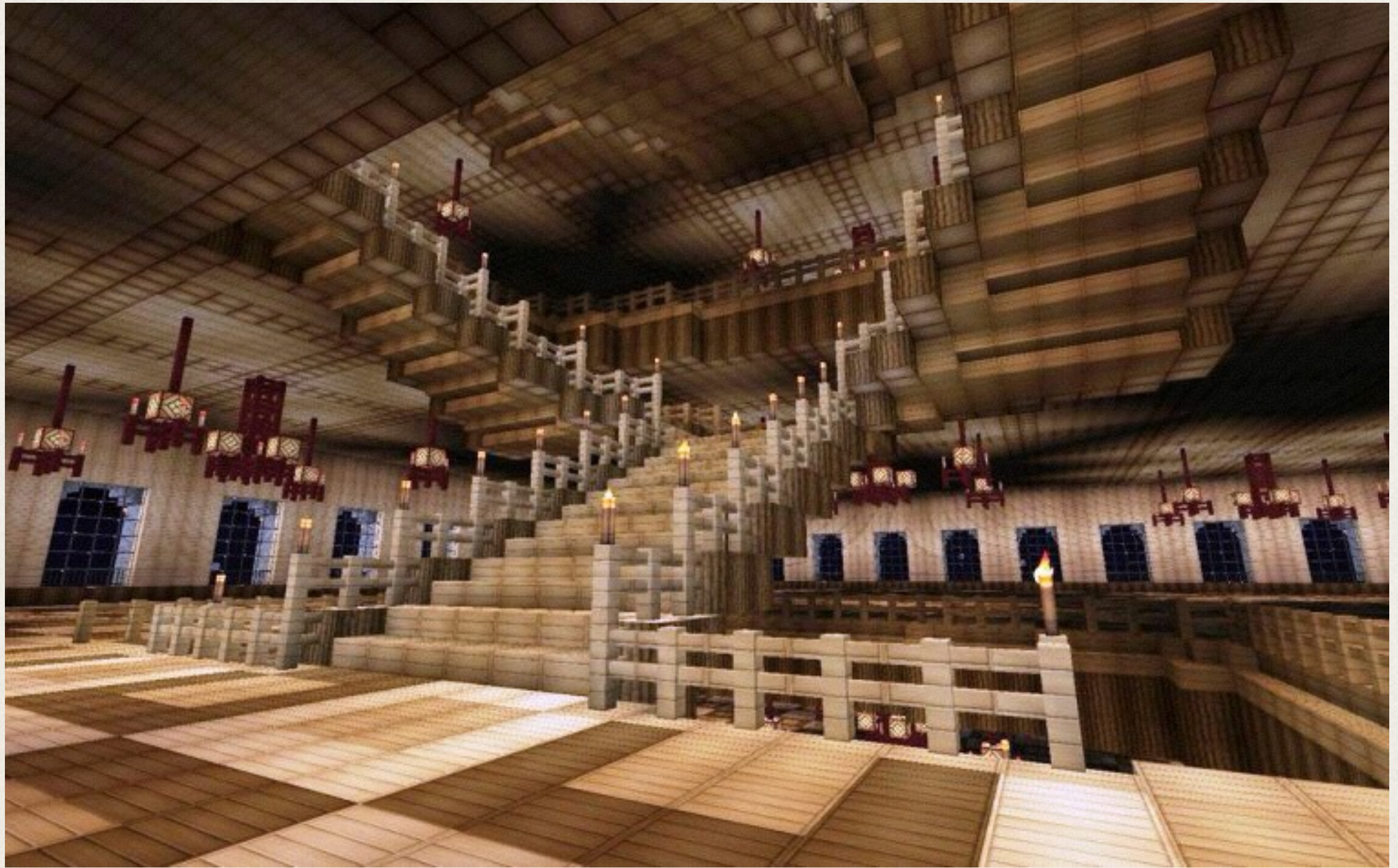














Meanwhile in school



Meanwhile in school



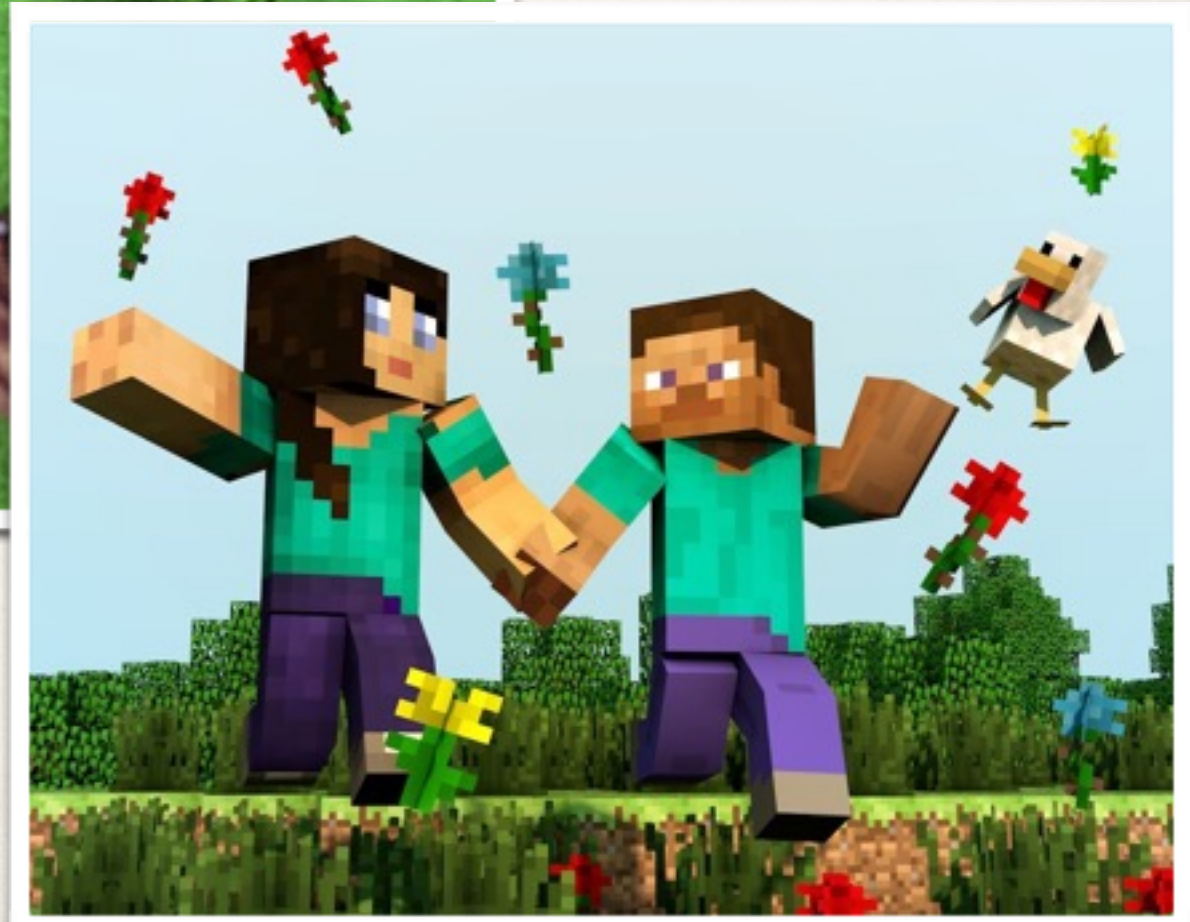
Meanwhile in school



EPIC FAIL!



Minecraft



GradeCraft



Gameful Learning at Michigan with

 GradeCraft

The logo for GradeCraft, featuring a blue icon of a staircase or a series of steps on the left, followed by the word "GradeCraft" in a blue, sans-serif font.

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

GradeCraft



Gameful Learning at Michigan with

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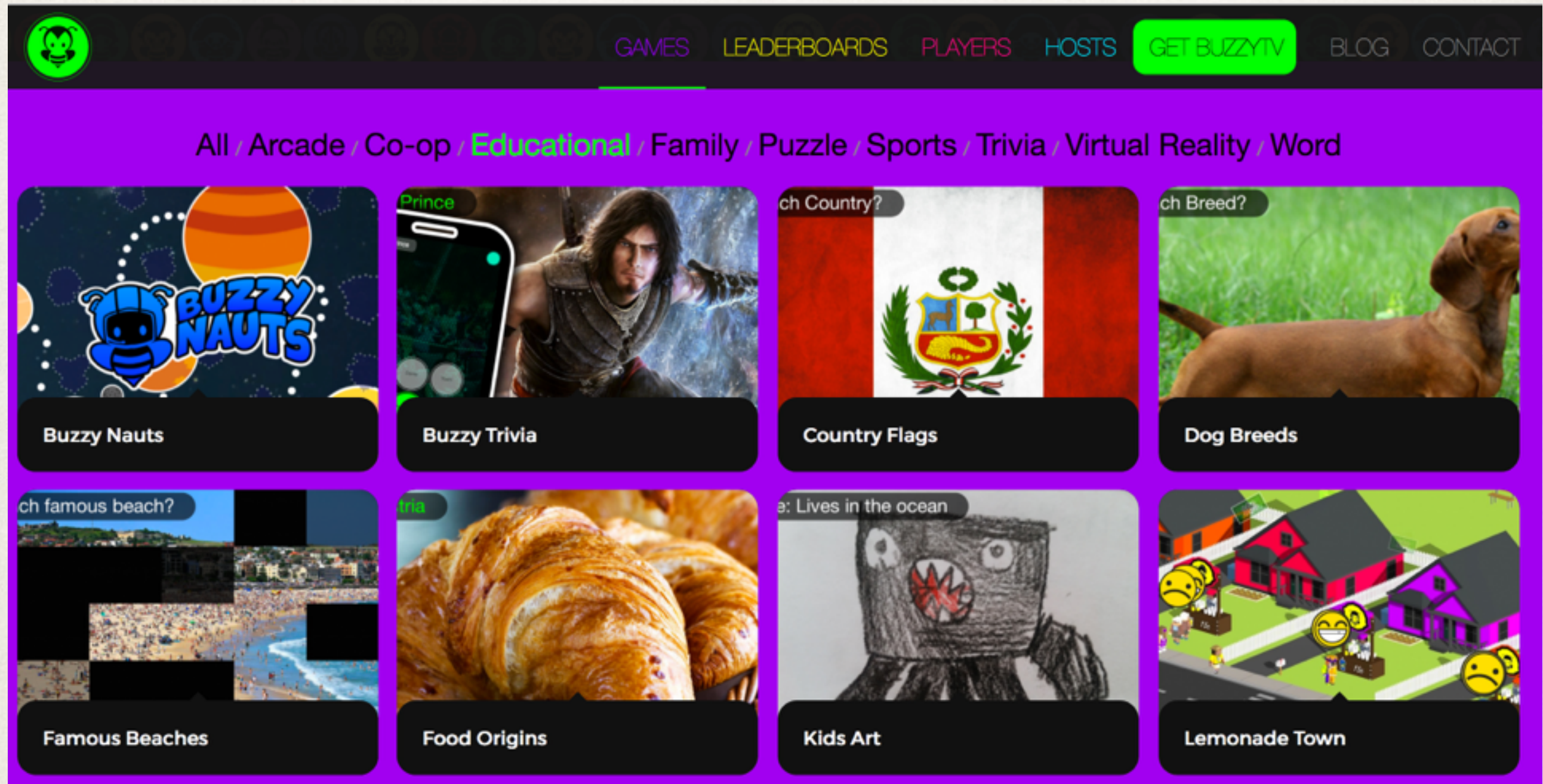
SMART Lab



SMART Lab



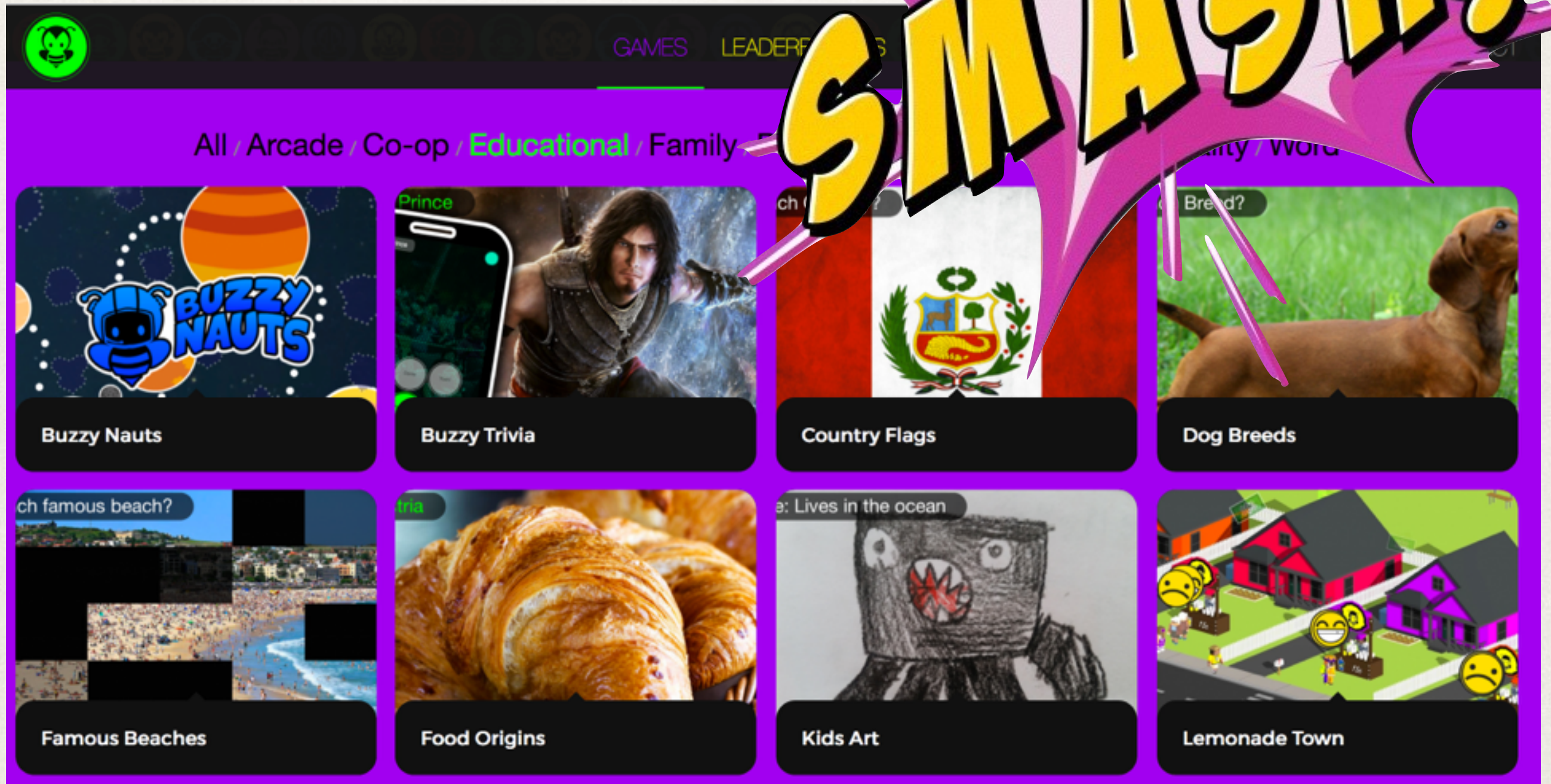
Buzzy TV



<http://buzzytv.com/games/>

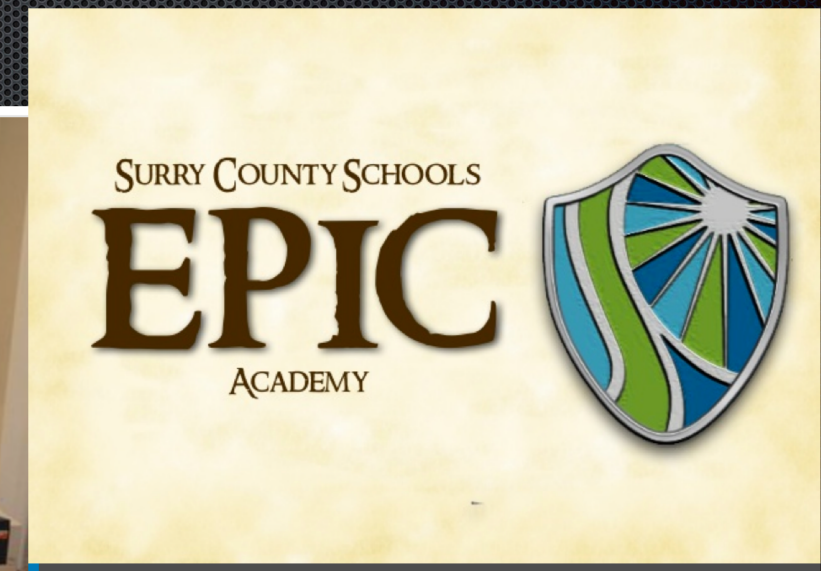
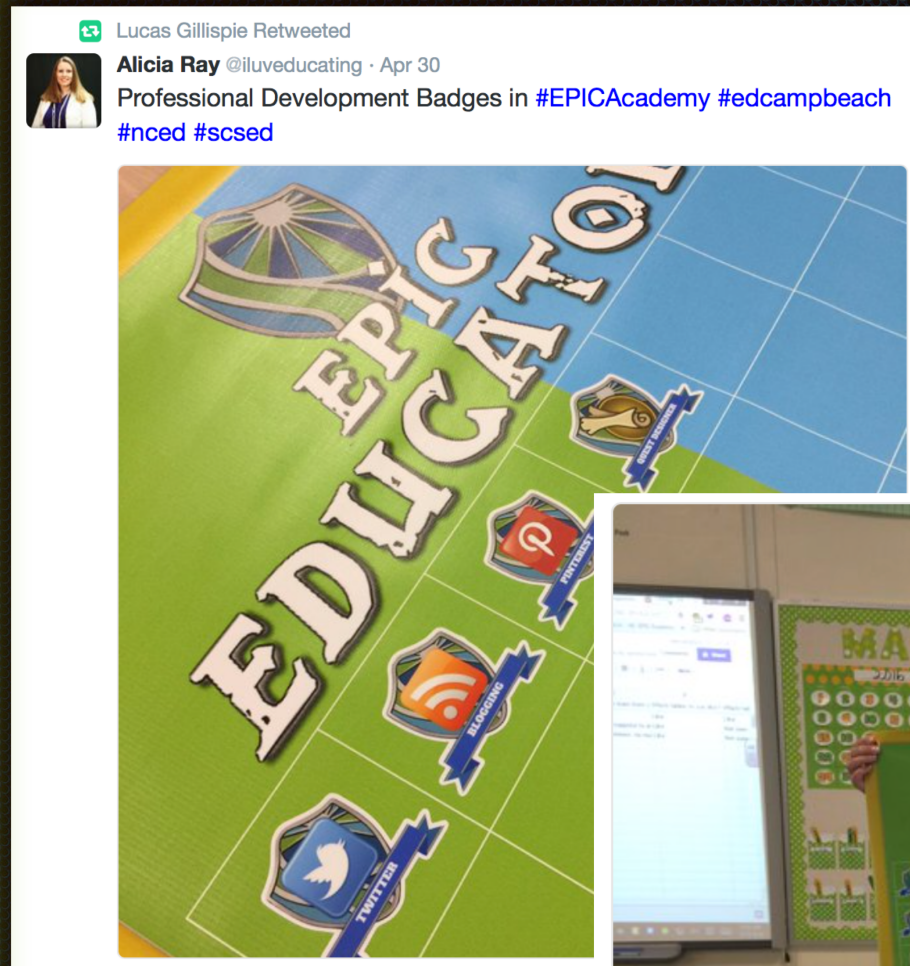
Buzzy TV

SMASH!



<http://buzzytv.com/games/>

Gamified Professional Learning



@lucasgillispie

<http://edurealms.com/>



Curriculum for the Future

NZCER

Envisioning the future



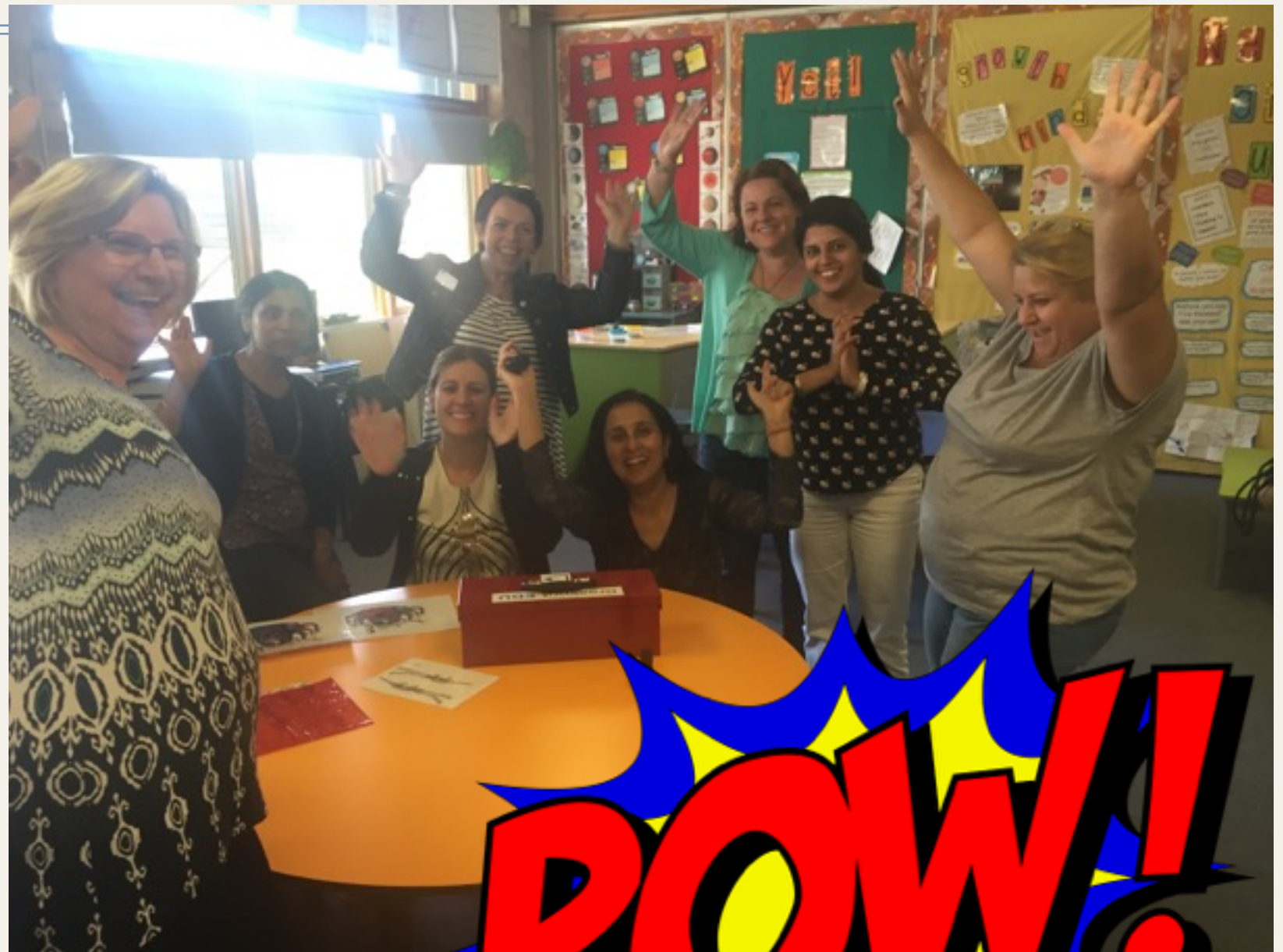
Rachel Bolstad

@shiftingthinkng

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



Onboarding with Breakout Edu



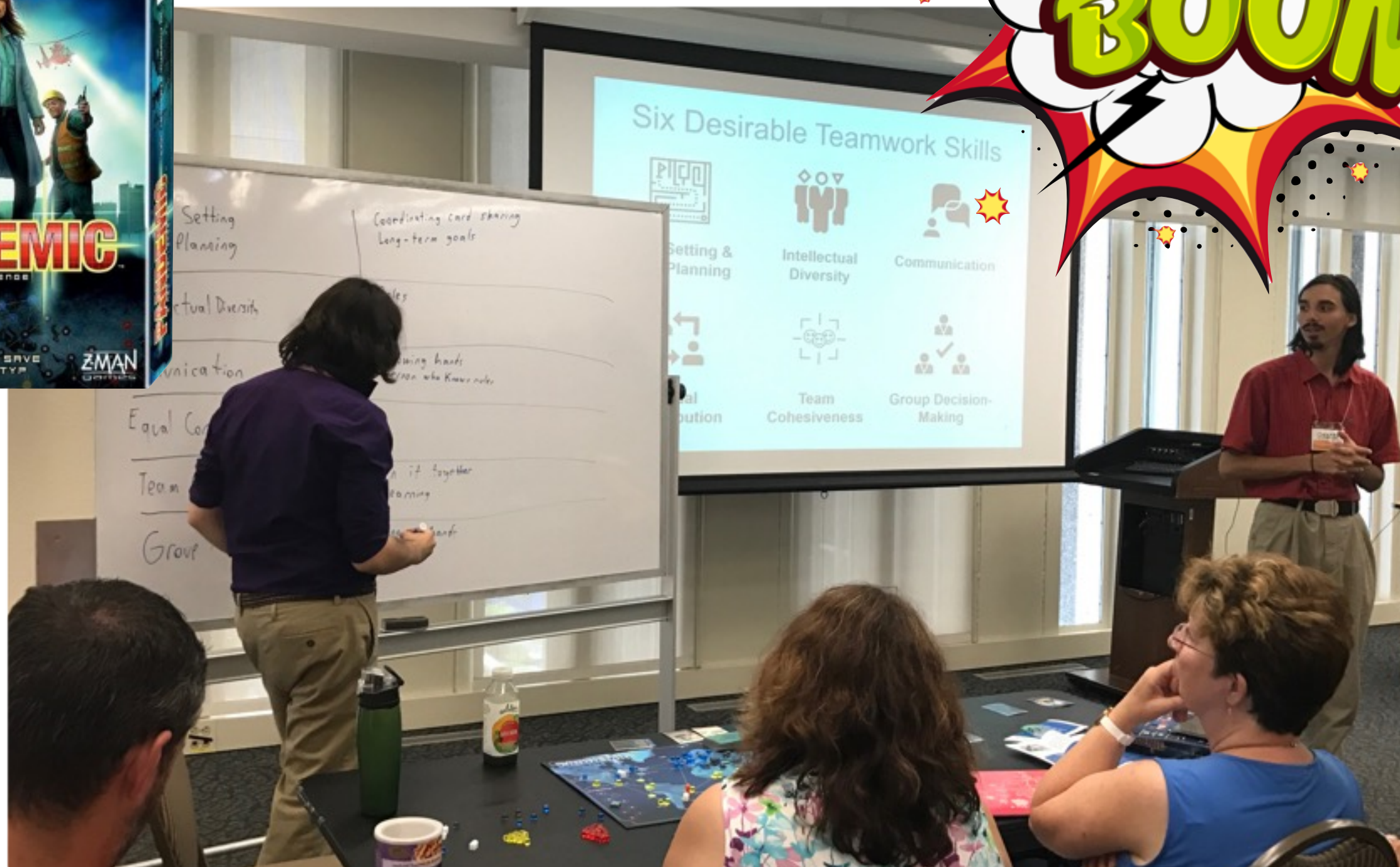
<https://www.breakoutedu.com/>

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



B

Studies of Caesar and the
Roman Empire



[GAMES](#) | [JOIN](#)

TOTAL WAR™ 

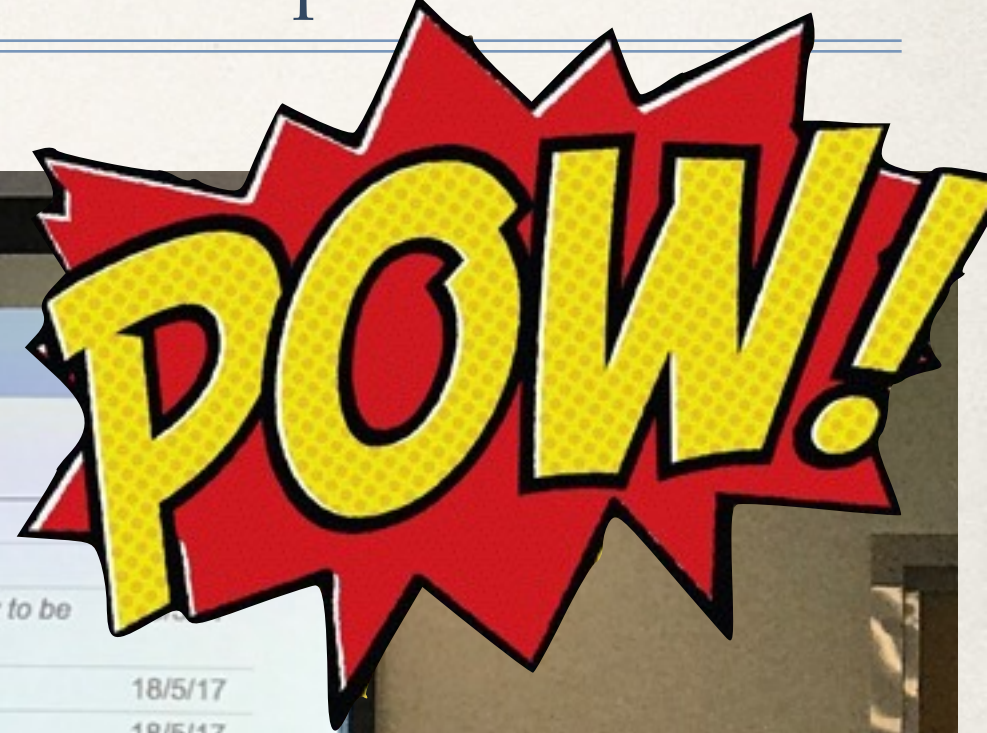


With the territories of The Republic divided between them and the military might of Rome at their beck-and-call, the members of The Second Triumvirate are in a position to make a bid for leadership, and rule Rome as its first – and only – emperor. However, external forces are on the move, looking to exploit the instability of Rome and expand their own territories. Will you fight as a defender of Rome and defeat the other members of the Triumvirate? Or lead another faction on a campaign of conquest and expansion, and take advantage of the chaos as the Roman civil war rages?

<http://www.ludiclearning.org/>

Gamified science projects

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



PLANNING	XP	Qty	CRITERIA	
Completes animal ethics form	50		<i>Submitted complete</i>	
Completes human ethics form	40		<i>Submitted complete</i>	
Writes a human ethics consent form	10		<i>Acceptable spelling and grammar, clearly written, ready to be handed out</i>	
Creates a technology design brief	30		<i>Submitted complete</i>	18/5/17
Writes up a non-ethics experiment design	40		<i>Submitted complete</i>	18/5/17
Sketches design of tech project	20		<i>At least two views included, labelled, drawn clearly, at least two measurements given</i>	18/5/17
Sketches design of science experiment	10		<i>Clearly drawn, labelled, easily understood</i>	18/5/17
Contacted an expert by email	2	ea	<i>Email makes sense and has acceptable spelling and grammar, expert is relevant</i>	
Contacted an expert in person	6	ea	<i>Wore correct formal uniform and accompanied by an adult, expert is relevant</i>	
Contacted an expert by phone	8	ea	<i>Planned and practised the call beforehand, was polite and clear, expert was relevant</i>	
Background reading assignment	25		<i>Variety of sources used, correctly cited, information is relevant to topic</i>	19/5/17
iBook completed	3		<i>At least 2 good reflections are completed for this level</i>	
Met all relevant deadlines	3	ea	<i>Got everything submitted on time (3x deadlines)</i>	



Simon Christie, Selwyn House School New Zealand

The ways I play can be categorized into these main categories:

Using toys

Adapting existing games

Pretending and role playing

Higher level thinkers

Get up and move games

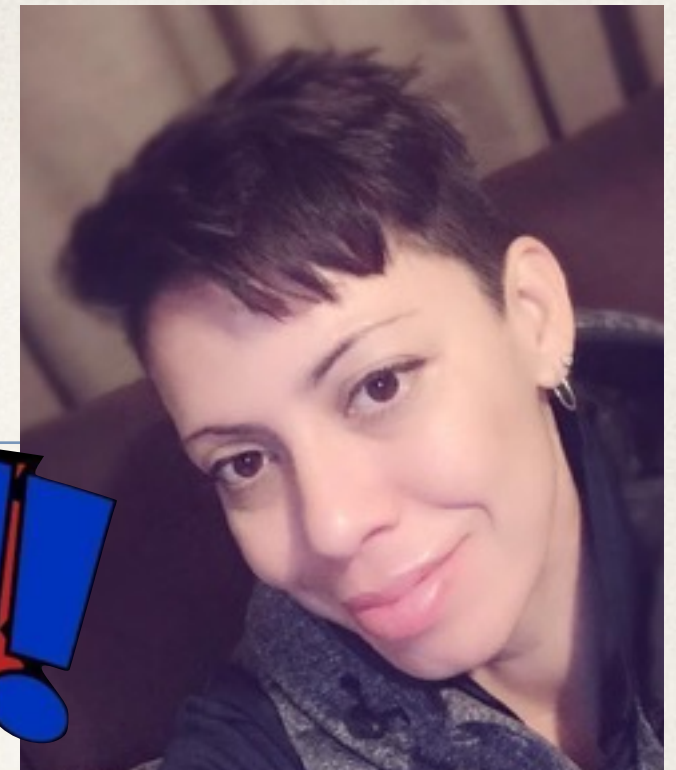
Online activities



POW!

Theresa Heilsberg
St. Thomas School
Delmar, NY.

Counselling Students



Marcela Malvicino
Counseling



Parramatta Primary School, Australia



Play testing and design thinking



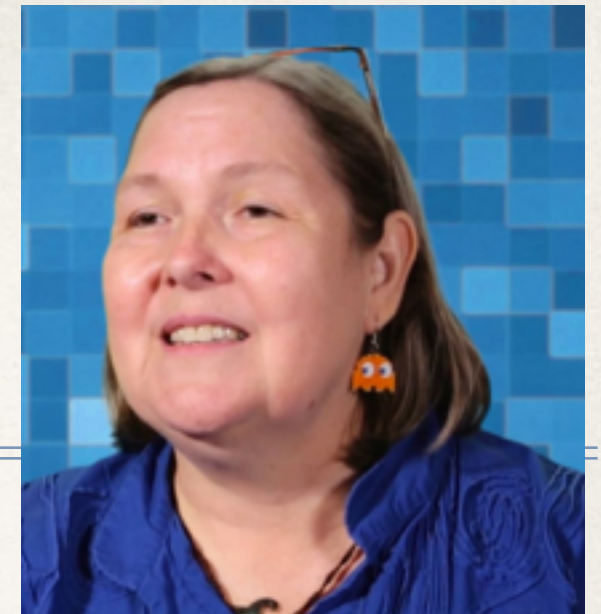
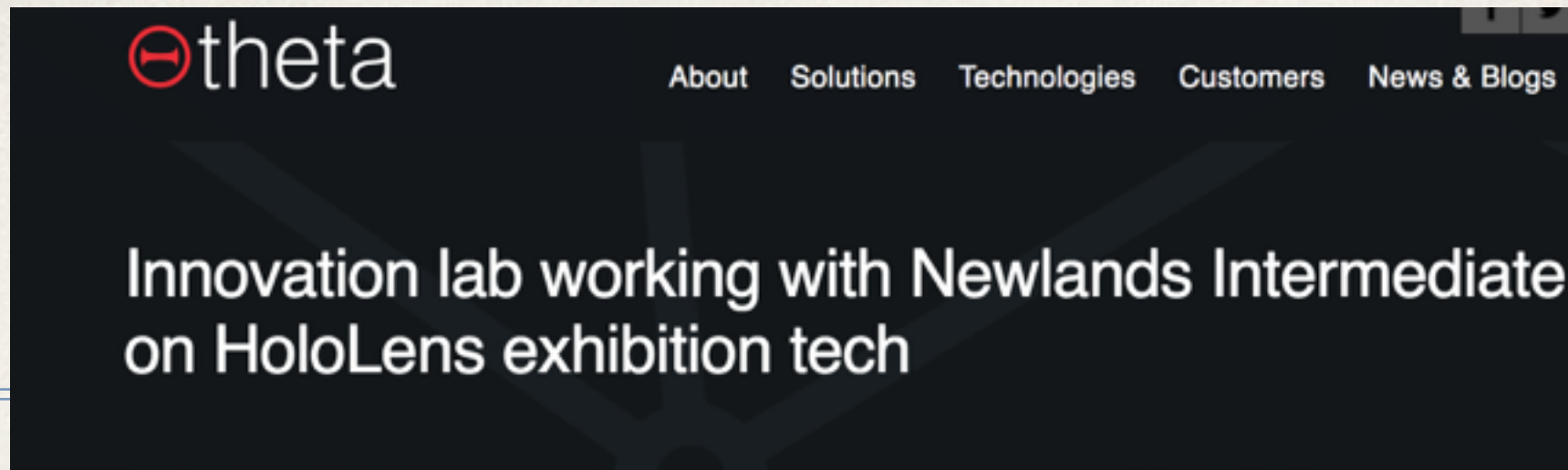
Senior primary students play a K-3 game, take it to a Kinder classroom, observe play for the target group, collect feedback and make design changes to the game.



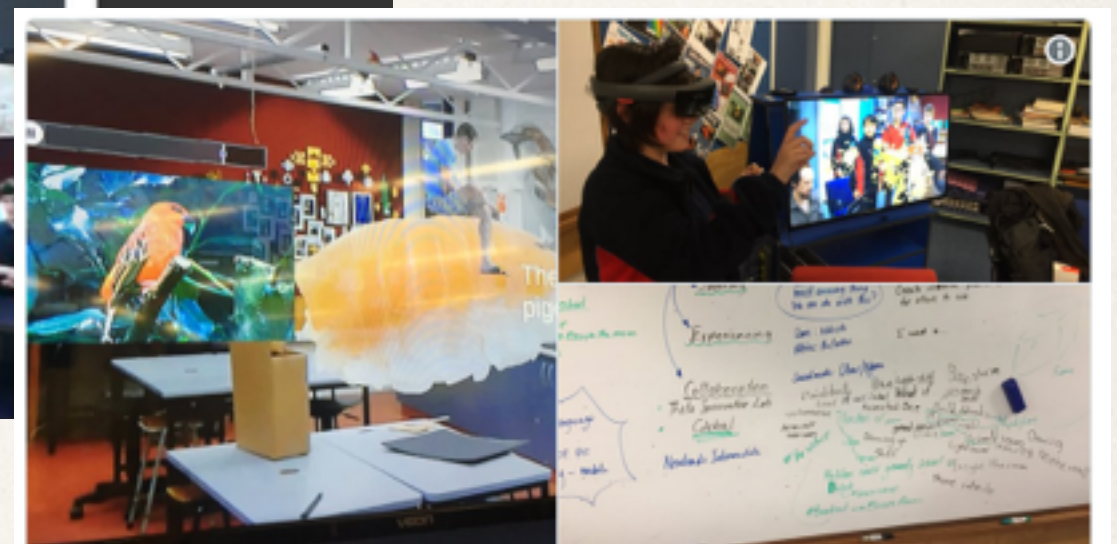
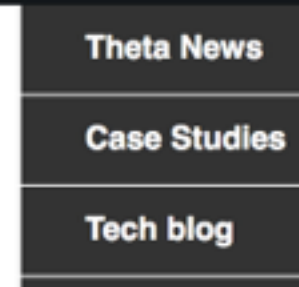
Connect to startups and real clients



@KarenBinns



Marianne Malmstrom
@knowclue



Jim Taylor
@jimtaylor1974



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



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

Do you have a story to share?

GET GAME HUB

Stories of getting started with gameful practices in learning

[Home](#) [About](#)



Kick off Minecraft with a designer event

Calling all educators

Starting or interested in starting a games in learning agenda in their environment. We want to document and share your story.

Do you have a story to share?

Kick off Minecraft with a designer event

September 26, 2017



Expressions of Interest

Who's Behind The Blog



<http://www.getgamehub.net/>

Dr Bron Stuckey

Educational Consultant in
Community, Learning and
Gameplay

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<http://about.me/bronstuckey>

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