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Autore	Denmeade Natalie
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Collana	Community experience distilled
Soggetti	Computer-assisted instruction - Computer programs Open source software Game theory Games - Design and construction Internet games - Design Electronic books.
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Nota di contenuto	Cover; Copyright; Credits; Foreword; About the Author; Acknowledgement; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Setting Up Gamification in a Moodle Course; Moodle for motivation poster; Standardized outcomes yet personalized delivery; Objectives; Understanding the Gamification design process; Freeing up time to be creative; Identifying learner progress and providing personalized learning paths; Setting up a test environment; Setting up scoring in your test course; Adding gradebook categories; Summary Chapter 2: Communication and Collaboration (Labels and Forums) Mount Orange demo Moodle site; Profiles and avatars; Messaging and forums; Activity loops; Forum moderation; Custom scales; Onboarding; Moodle labels as tutorials; Summary; Chapter 3: Challenges for Learners (Self-Assessment and Choice); Moodle assignments; The Cup of Fate Gamification activity; Growth mindsets and personalized learning; Creating teachable moments through suspense and hope; Summary; Chapter 4: Passing the Gateway (Conditional Activities); Minimalistic course layout design; Revealing content; Completion

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Completion requirementsCompletion options; Labels with restrictions used as adaptive messaging; Moodle labels to create minimalistic design layouts; Summary; Chapter 5: Feedback on Progress (Marking Guides and Scales); Assessing progress; Marking guides; Delayed feedback feeds anxiety; Leveling up with scales or letters; Summary; Chapter 6: Mastery Achieved (Badges and Motivation); Creating badges; Badge criteria; Acceptance of digital badges; Peer-assessed badges; Will badges motivate everybody?; Summary; Chapter 7: Leveling Up (Rubrics); Getting started with rubrics

Adding a rubric to a Moodle assignmentExperienced Moodlers only; XP points and skills points; Exponential scoring; Drop the lowest x, minimum, or maximum; Summary; Chapter 8: Completing the Quest (Reporting Activities); Reporting on completion; Celebrating success; Identifying individual student progress; Surveys, interactivity, and learner engagement; Summary; Chapter 9: Super-boost Gamification with Social Elements (Groups); Onboarding - communication and collaboration with Moodle groups; Group scores; Challenges for learners - group submission; Groups that encourage participation
Individual formal assessmentSummary; Recommended reading; Books;
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