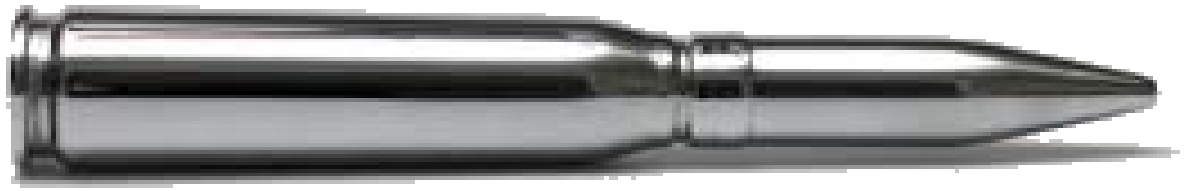
BRITISH COUNCIL



TeachingEnglish

Gamification in ELT: Magic Bullet or Broken Sword?

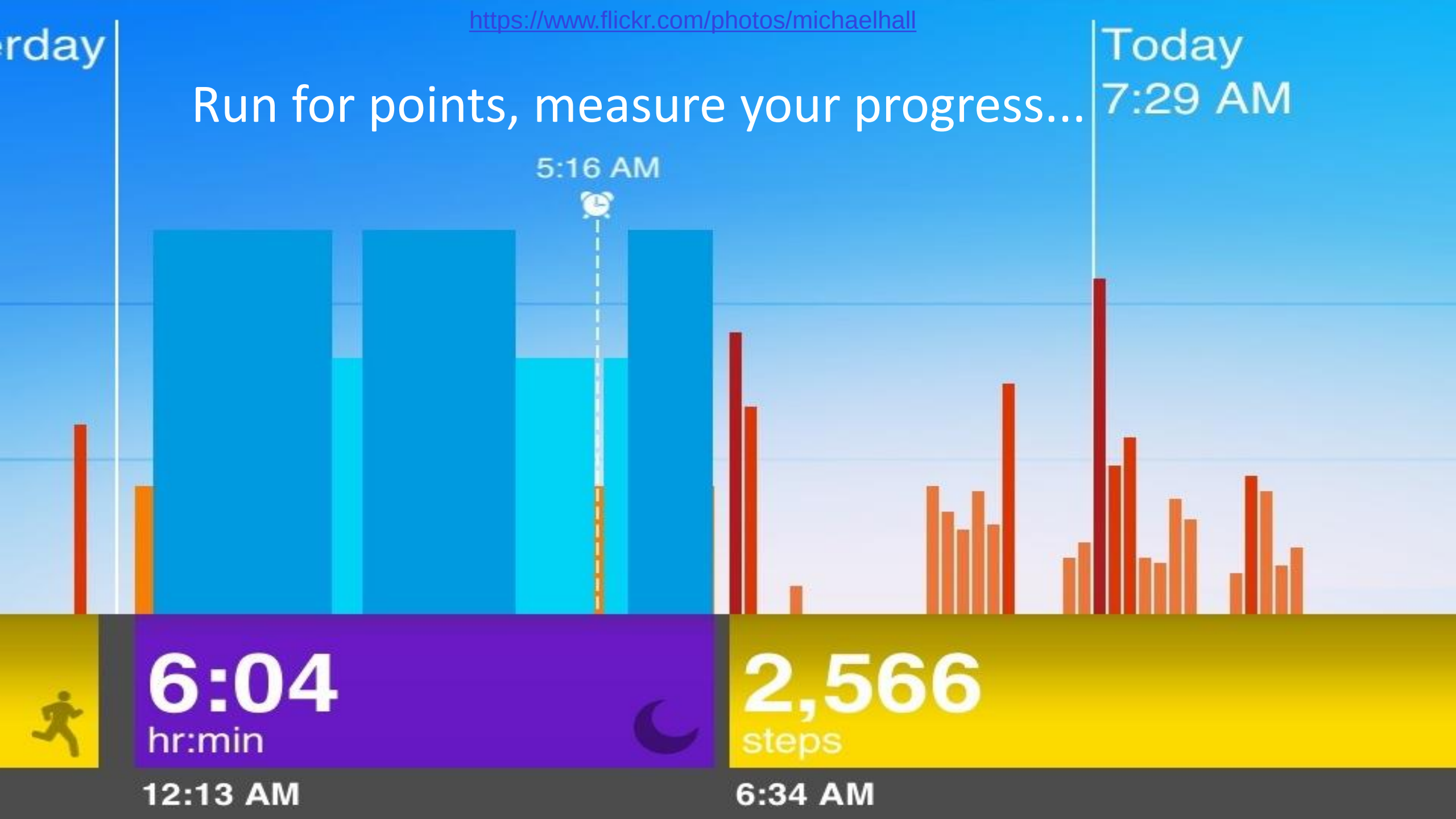
graham.stanley@britishcouncil.org

27 January 2023

UP by JAWBONE with MotionX
JAWBONE

https://www.flickr.com/photos/michaelhall

Run for points, measure your progress...



...or run for your life

https://blog.zombiesrungame.com/

You can *gamify* any part of your life

You can even *gamify* your sleep & dreams

"When you are playing a good digital game—a computer, video, or mobile game—a lot is going on. You are learning to play by playing—practicing and perfecting skills, acquiring bits of knowledge, setting goals and achieving them. You are deeply engaged, which means your attention is focused on playing at the cognitive, emotional, and perhaps social level. As you achieve your goals, you are highly motivated to keep learning whatever it is you have to—new game rules, stories, language—to keep playing."

J. Reinhardt (2019) *Gameful Second and Foreign Language Teaching and Learning*, New Language Learning and Teaching Environments.

Gamification in ELT

GBL: game-based learning

Serious games

Gamification
Using game design elements in non-game contexts to motivate

Gameful Design

Game thinking

Game-informed L2TL
…the application of theories of games and play to the practice of L2 teaching and learning

Gamification or *Pointsification* ?

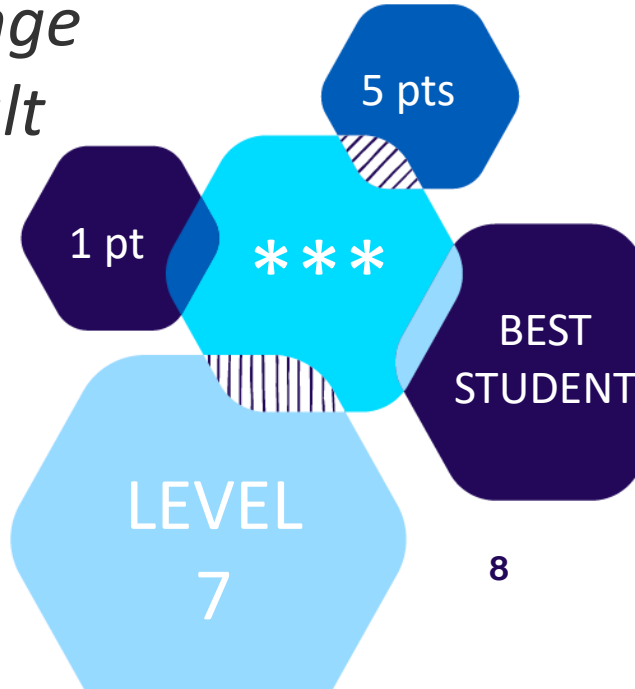
"Game developers and players have critiqued gamification on the grounds that it gets games wrong, mistaking incidental properties like points and levels for primary"

Ian Bogost, 2011 -
http://bogost.com/writing/blog

PBL, Points, Badges and Leaderboards

"If you ask any gamer what makes a game fun, they will not tell you that it is because of the PBLs. They play it because there are elements of strategy and great ways to spend time with friends, or they want to challenge themselves to overcome difficult obstacles."

Yu Kai Chou
https://yukaichou.com/gamification-book



What is the difference?

GAMES

Externally imposed rules

Goals

PLAY

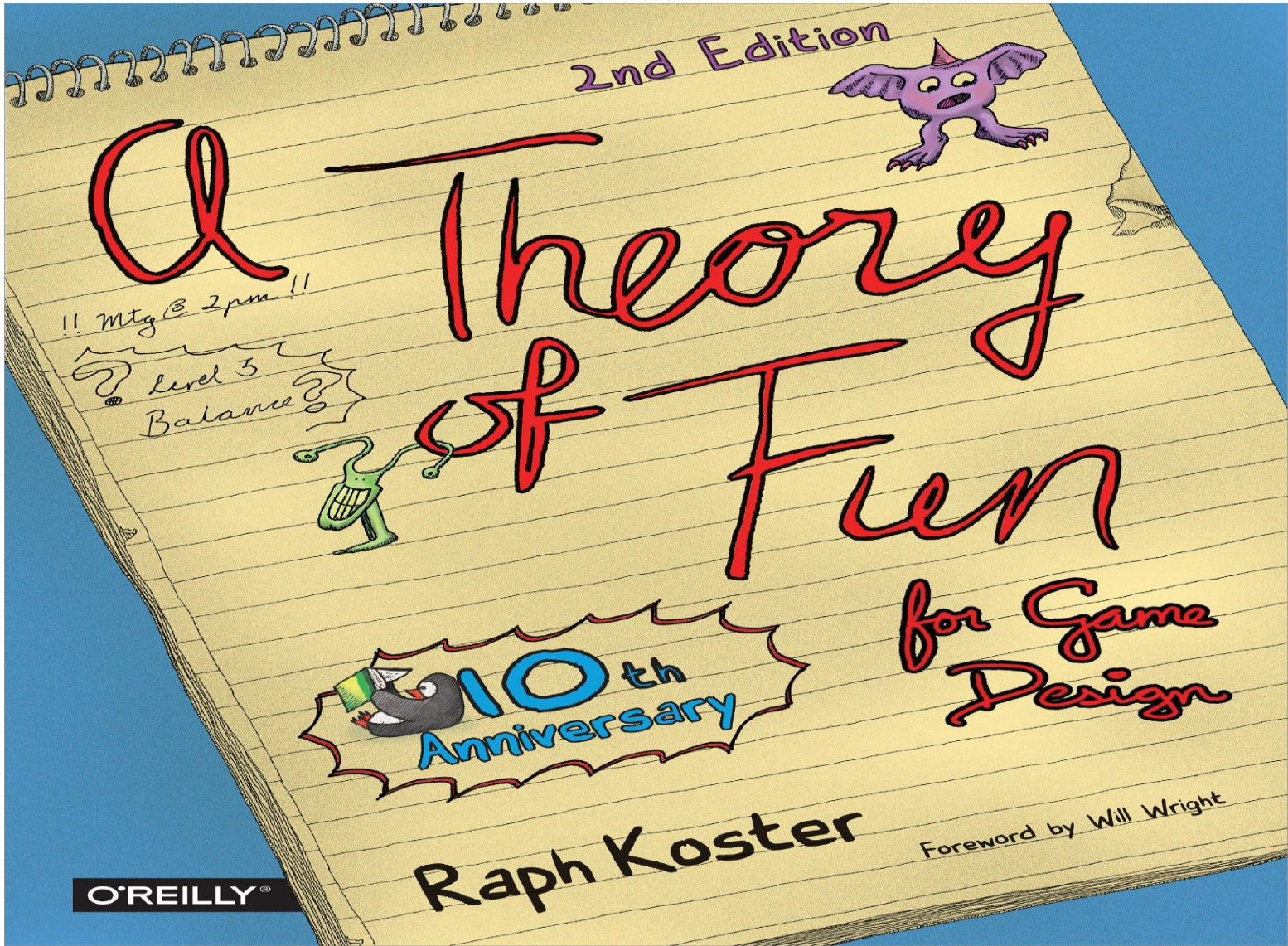
Freedom from all but personally imposed rules

No goals

Bruno Bettelheim

Fun and games

We live in a world of systems, and choose whether to make a given system a game.



It can be argued that we now know more about *games*...and more about *play* and *fun than ever before.*

But...What is Fun?

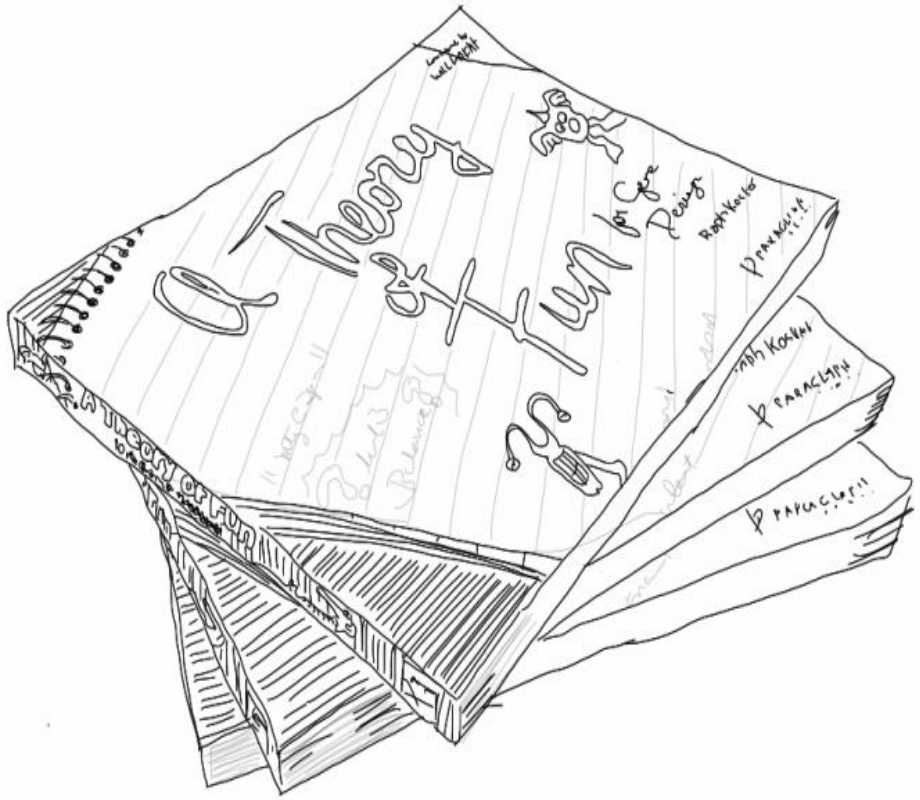
http://www.theoryoffun.com

http://www.theoryoffun.com

"fun is the emotional response to learning."

Chris Crawford

Austin Game Conference.



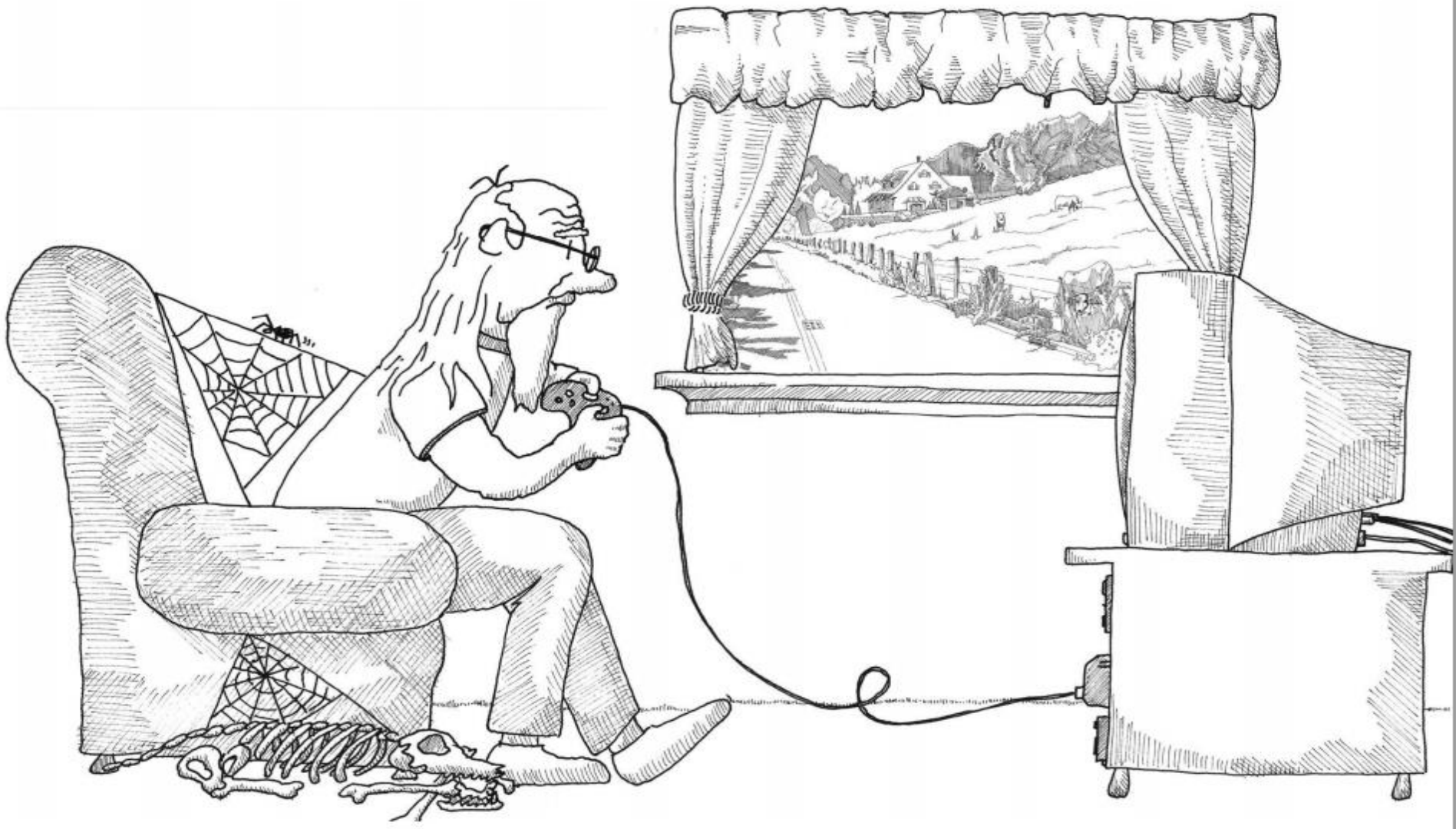
http://www.theoryoffun.com

Raph Koster

"Fun in games arises out of mastery. It arises out of comprehension. It is the act of solving puzzles that makes games fun. With games, learning is the drug."

http://www.theoryoffun.com

games are systems built to help us learn patterns.
And fun is a neurochemical reward to encourage us to keep trying.



https://twitter.com/4Keys2Fun

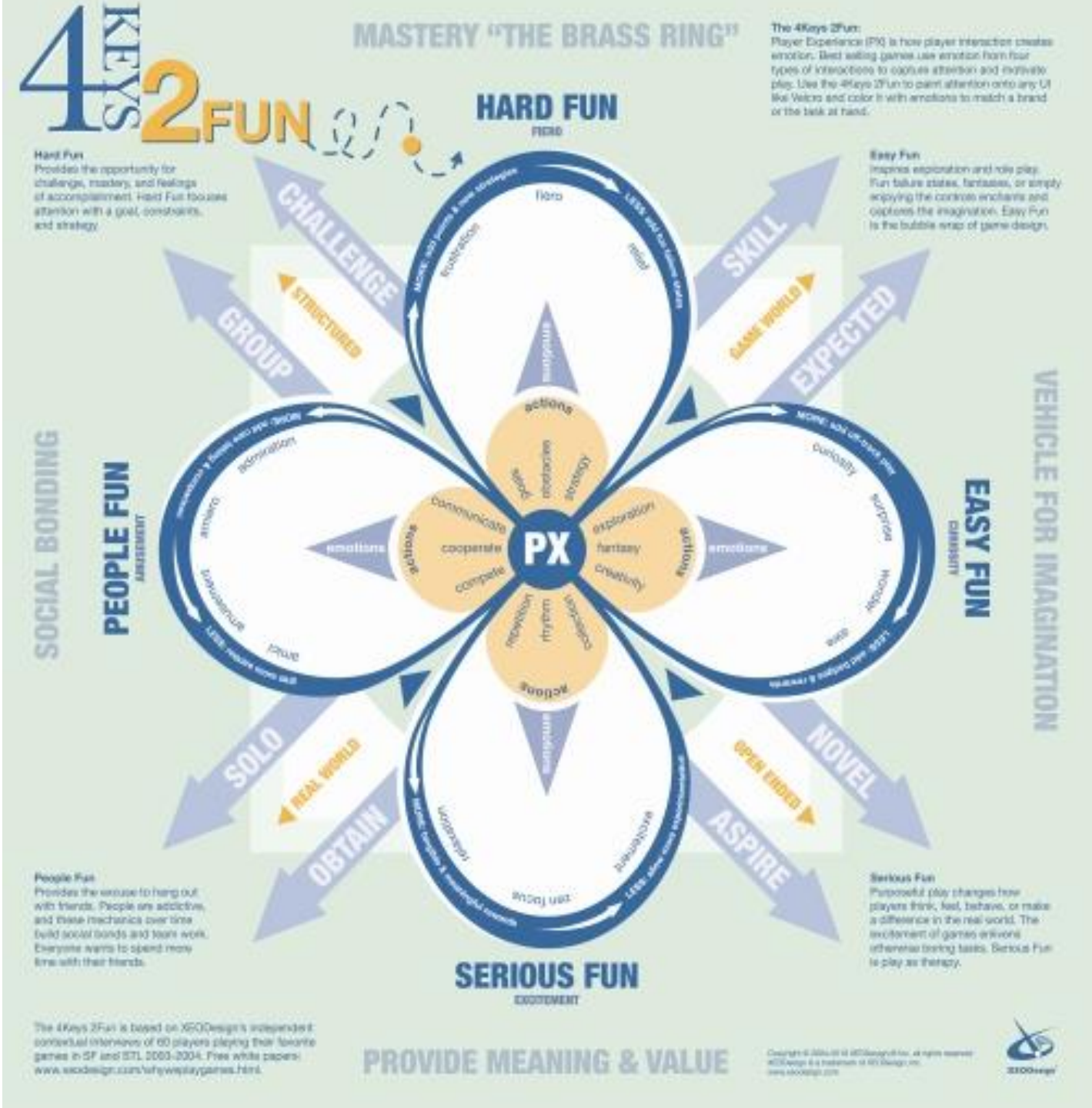
4 Types of Fun

People Fun
(Friendship)

Hard Fun
(Challenge)

Easy Fun
(Novelty)

Serious Fun
(Meaning)



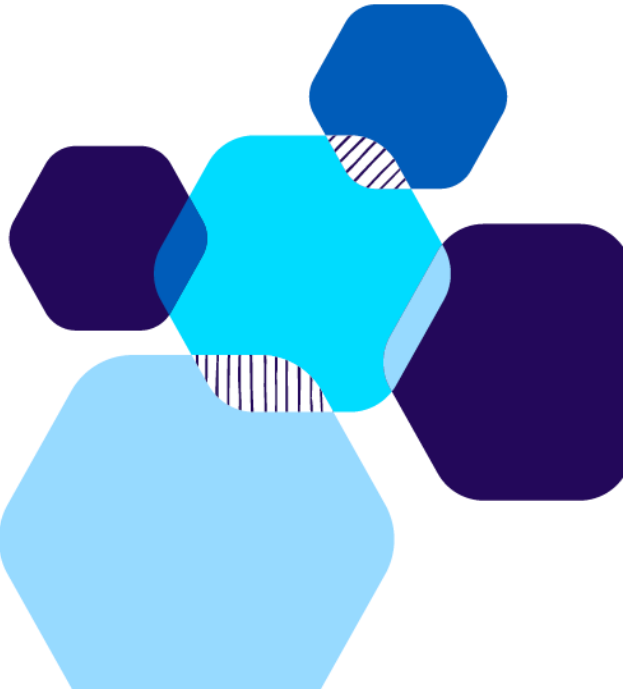
www.britishcouncil.org

What is Gamification? Why use it in the classroom?

Gamification = the application of typical elements of game playing (e.g., point scoring, competition with others, rules of play) to other areas of activity.

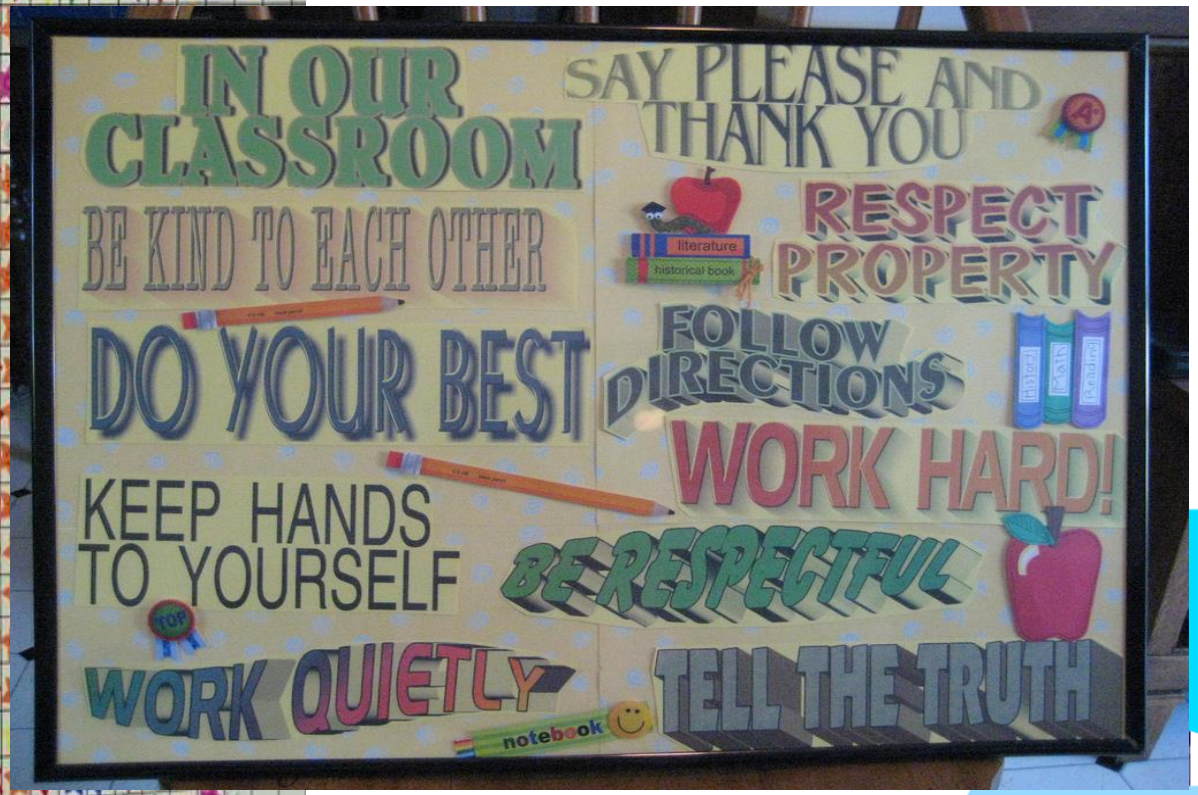
Gamification can encourage good behaviours with instant, positive feedback.

Gamification can make dull or dry activities fun.



Gamification of behavior management in language teaching is not new...

https://www.flickr.com/photos/baechun/

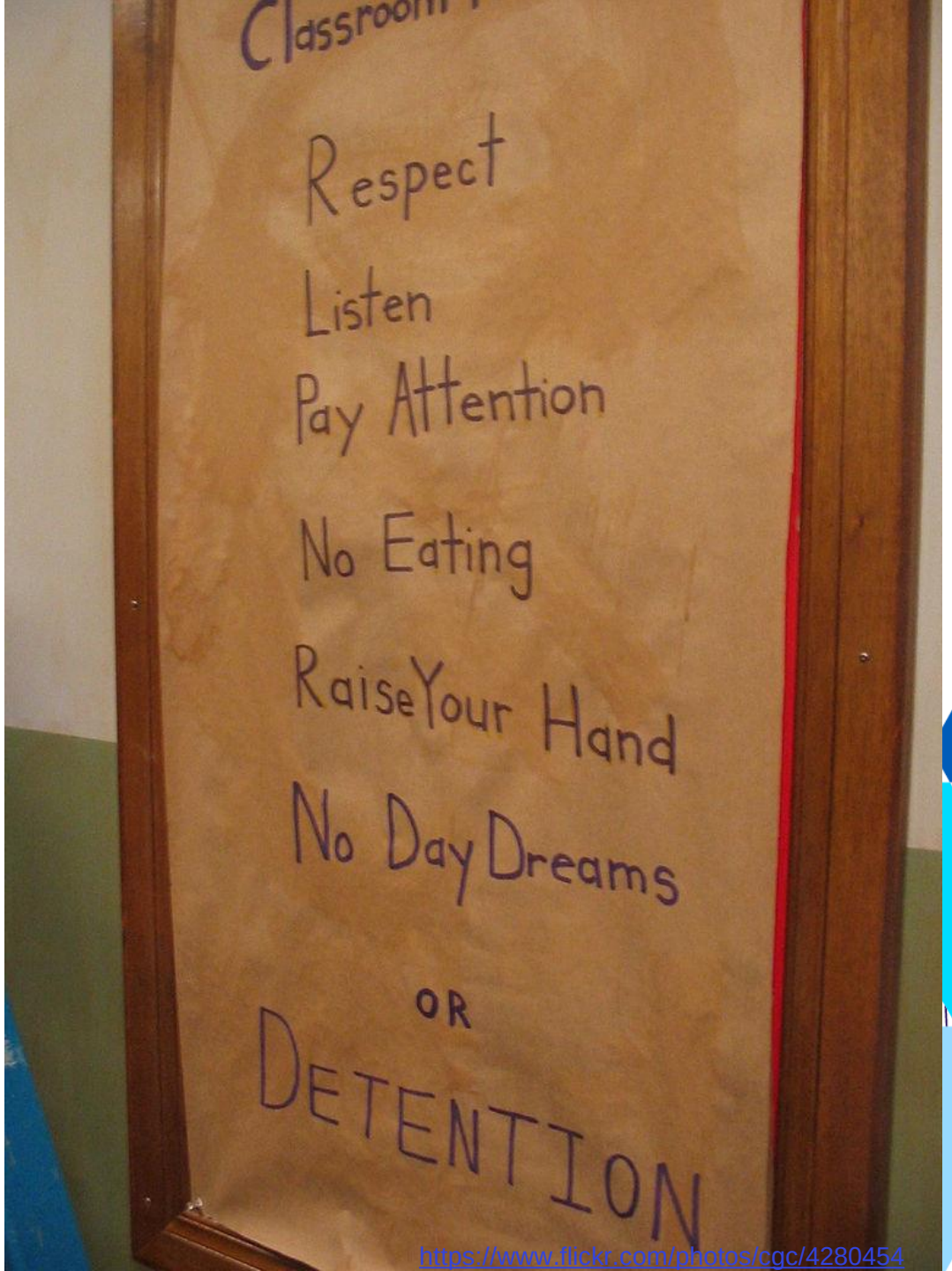


https://www.flickr.com/photos/46097950@N02/7687402370

But...

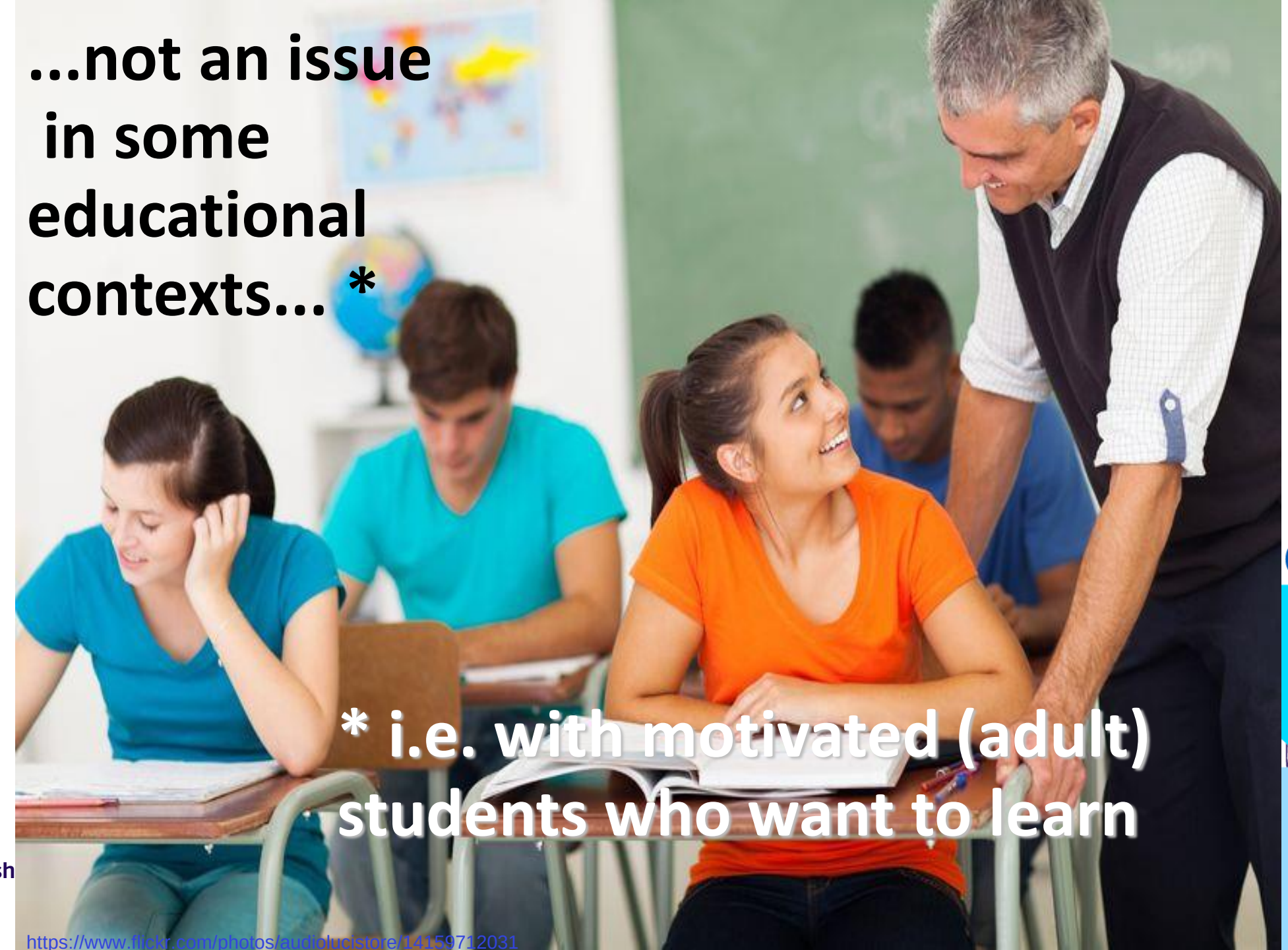
Behaviour Management is...

[please complete]



https://www.flickr.com/photos/cgc/4280454

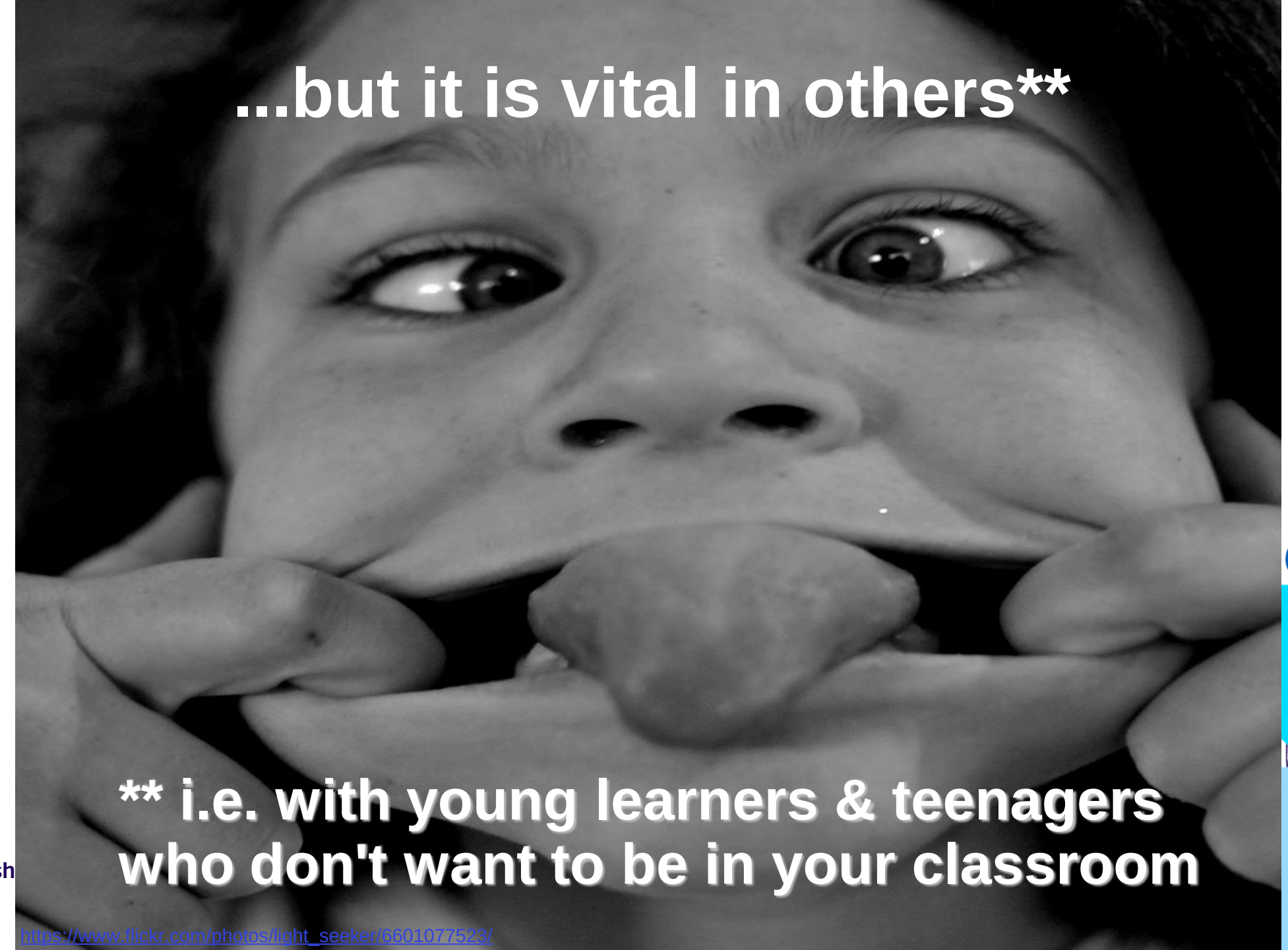
...not an issue in some educational contexts... *



* i.e. with motivated (adult) students who want to learn

https://www.flickr.com/photos/audiolucistore/14159712031

...but it is vital in others**

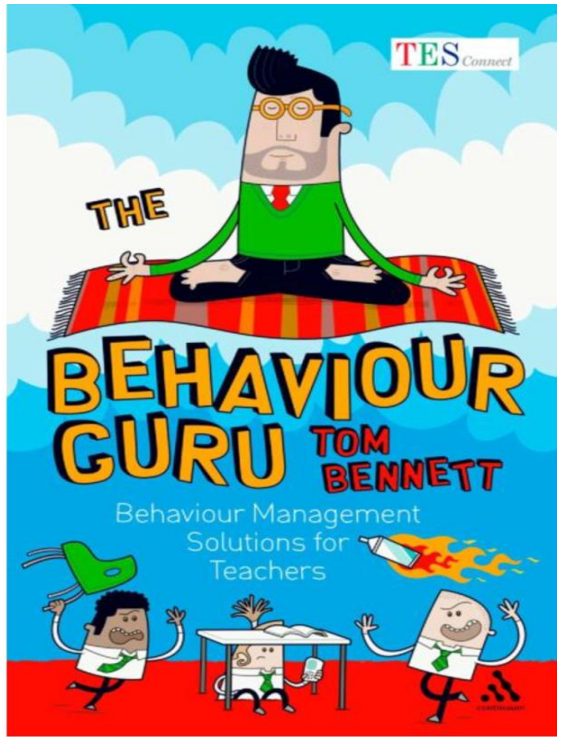


** i.e. with young learners & teenagers who don't want to be in your classroom

https://www.flickr.com/photos/light_seeker/6601077523/

Fundamentals of Behaviour Management

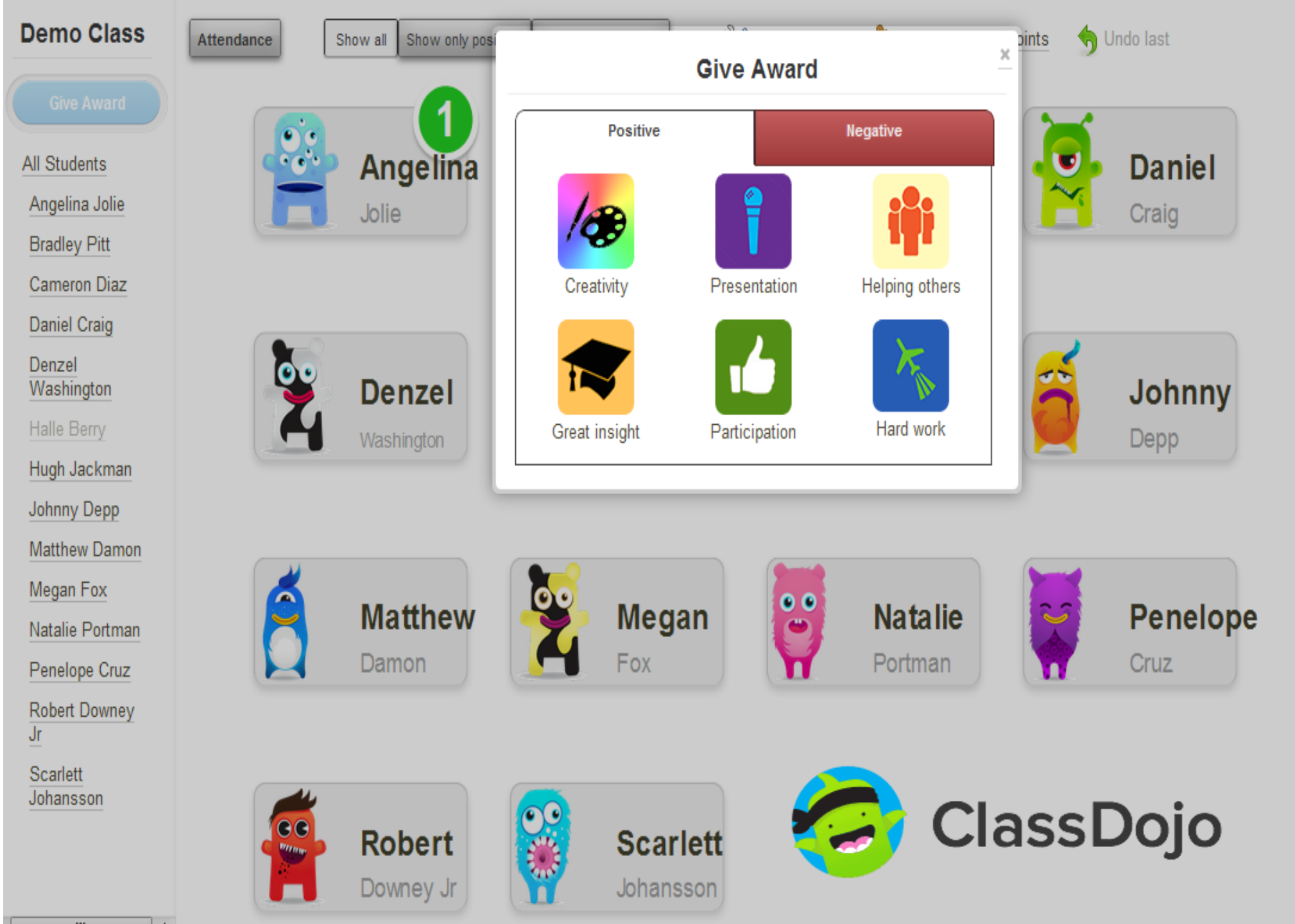
*With kids, behaviour management is **fundamental to good teaching If you can't control them, you can't** teach them and they won't learn.*



- *You need to be in charge of the room*
- *Talk like you expect to be heard*
- *Be prepared to act tough*
- *Think about how you move*
- *Keep your cool, don't raise your voice*
- *Punish behaviour you disapprove*
- ***Reward behaviour you like***
- *Be consistent, fair and proportional*

http://behaviourguru.blogspot.com

www.classdojo.com



www.classcraft.com

Virtual Currency

- Does not interrupt the flow of an activity / class
- There needs to be something to buy at some point
- Care needs to be taken not to make currency acquisition the main motivator in class
- Worked wonders to create an 'English only' environment
- Reward behaviour learners aren't doing that they should
- Don't over-use

Player Types

http://matthewbarr.co.uk/bartle/

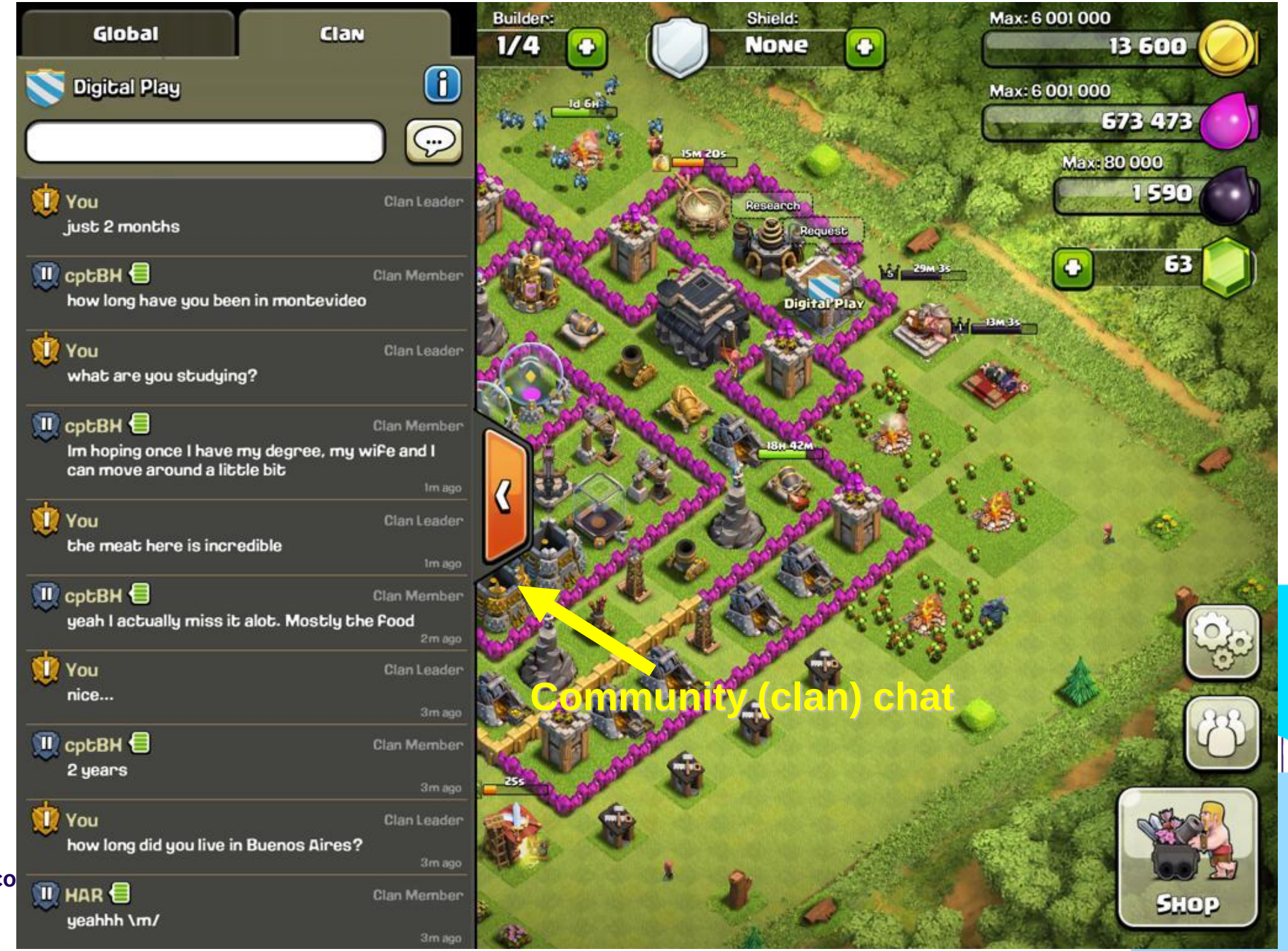
http://www.supercell.net/games/view/clash-of-clans

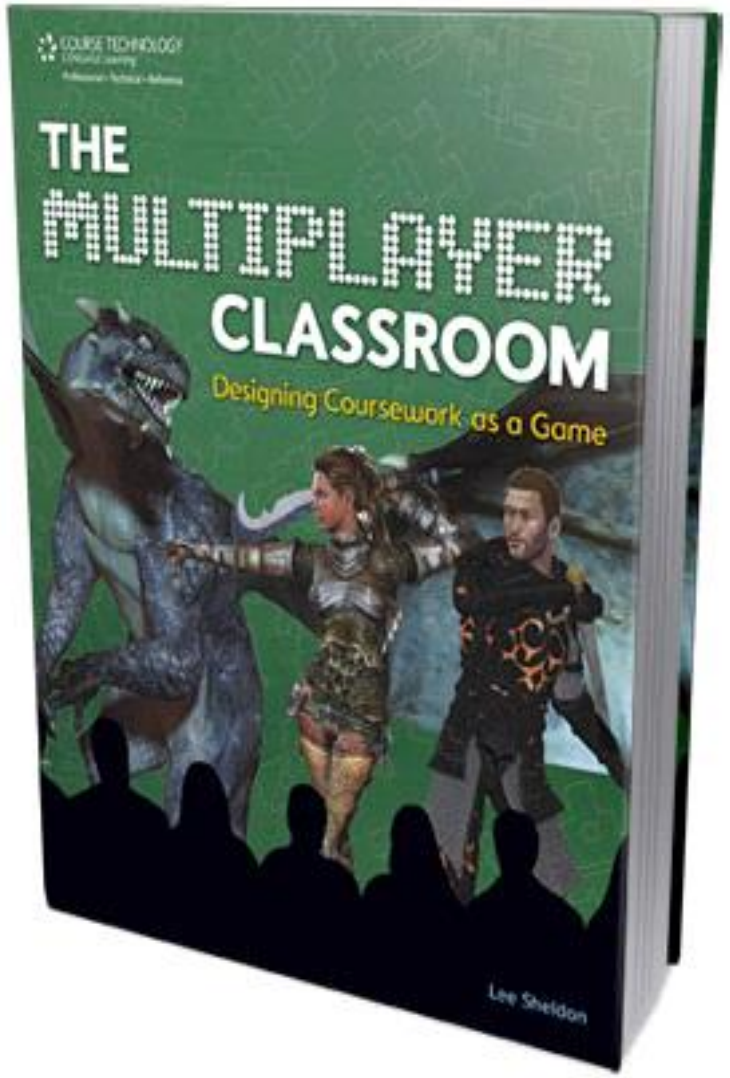
Your Trophies:
2143
Multiplayer
Trophies earned
Match cost:
1000
Find a Match
View the strongest Clans & Players around the world.
Stars Total:
146/150
Single Player
Kitchen Sink
Jump Around
Stars earned
Rolling Terror
Megamansion
P.E.K.K.A's Playhouse
Attacking other villages
Sherbet Towers
Attack
Available loot:
16 109
4 083

greyboots
67
2 208
Builder:
2/4
Shield:
None
Max: 6 001 000
11 646
Max: 6 001 000
200 560
Max: 80 000
2
50
1700
11
Experience points & Level
Trophies earned & League
(Leader Board)
Treasure / Resources
earned
Digital Play
Attack!
Shop

greyboots
79
3 264
Builder:
4/4
Shield:
3H 36M
Max: 8 001 000
553 451
2143
III
Max: 7 001 000
1 348 068
Max: 80 000
616
33
Achievements
Bigger Coffers
Upgrade a Gold Storage to level 10
Achievement Completed!
Get those Goblins!
Win 150 stars on the Campaign Map
146/150
Rewards:
1000 x
20 x
Bigger & Better
Upgrade Town Hall to level 8
Completed:
42/66
Achievements also in Game Center
Challenge friends
Attack!
Shop
Unlocked achievements

My Clan
Search Clans
conquerclash
Total points: 11871
Wars Won 4
Members: 21/50
Type: Invite only
Required trophies: 2000
you will remember us! clan started 5/28/14
War Log
Leave
Community (clan) leader board
1. MLo23 Co-leader 107 Troops donated: 498 Troops received: 143 2197
2. greyboots Elder 79 Troops donated: 54 Troops received: 60 2143
3. wadeose Leader 113 Troops donated: 1 013 Troops received: 275 1993
4. --Ash911-- Co-leader 88 Troops donated: 55 Troops received: 50 1884
5. ▲ 2 *~kMaN~* Elder 93 Troops received: 150 1753
6. Dylan 65 Troops donated: 0 Troops received: 0 1737
7. ▼ 2 dHutcHko 73 Troops donated: 115 Troops received: 60 1726
8. clAn 86 Troops donated: 77 Troops received: 150 1692
9. Pershy 76 Troops donated: Troops received: 1634
Variation in measurement depends on how you play and your goals


Global
Clan
Digital Play
You
Clan Leader
just 2 months
cptBH
Clan Member
how long have you been in montevideo
You
Clan Leader
what are you studying?
cptBH
Clan Member
Im hoping once I have my degree, my wife and I can move around a little bit
1m ago
You
Clan Leader
the meat here is incredible
1m ago
cptBH
Clan Member
yeah I actually miss it alot. Mostly the food
2m ago
You
Clan Leader
nice...
3m ago
cptBH
Clan Member
2 years
3m ago
You
Clan Leader
how long did you live in Buenos Aires?
3m ago
HAR
Clan Member
yeahhh \m/
3m ago
Builder:
1/4
Shield:
None
Max: 6 001 000
13 600
Max: 6 001 000
673 473
Max: 80 000
1 590
63
Research
Request
Digital Play
Community (clan) chat
Shop



Contents

Introduction xiv

SECTION ONE INTRODUCTION 1
Level 1 "Good Morning. You All Have an F." 3
Opening: The Slide 5
Middle Game: The Shift 8
Endgame: The Book 9

Level 2 Games in the Classroom 13
Educational Software 14
Education Versus Entertainment 16
Quest to Learn 17

SECTION TWO MULTIPLAYER CLASSROOMS 19
Level 3 Theory and Practice of Game Design Syllabi 21
Stay Flexible 21
Class Overview 22
Multiplayer Classroom Syllabus 26
Grading Procedure 31

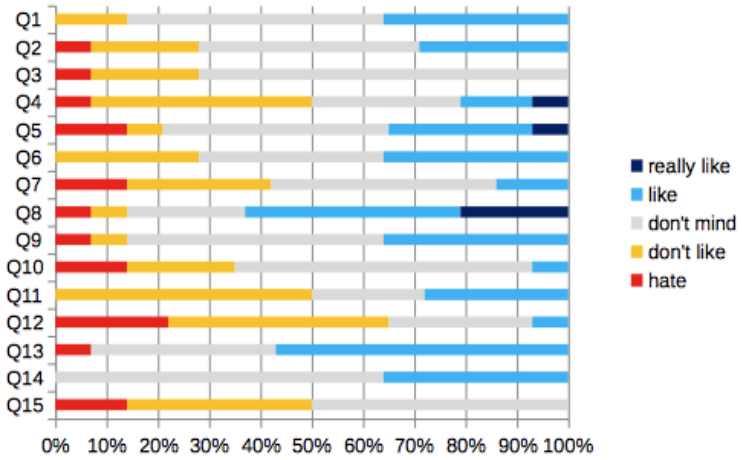
viii

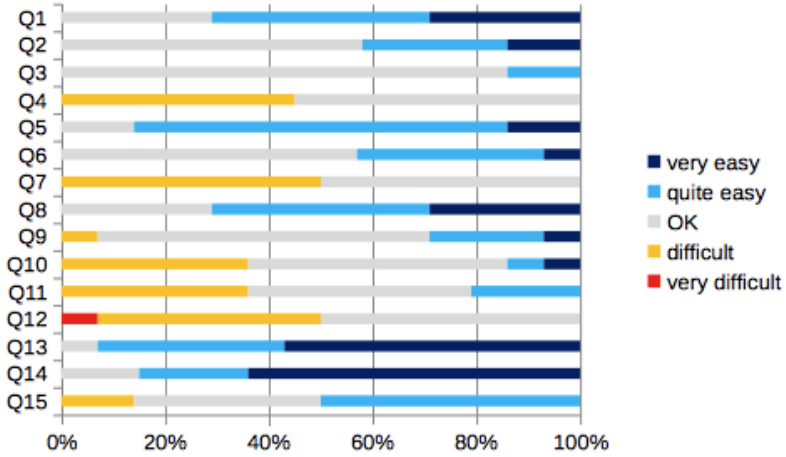
http://gamingtheclassroom.wordpress.com

Unlocked Achievements

Achievement	Who	Unlocked when	Level
Total Class Attendance	All the class	Everyone comes to class	+1 (per lesson)
Total Attendance	Individual students	1 month without missed a class	+1 (per month)
Homework	All the class	Everyone completes all their homework	+1 (each time)
Homework	Individual students	1 month completing all the homework	+1 (per month)
Correct	Individual students	A student answers all the questions in an exercise correctly	+1 (each time)
All correct	All the class	All the class answer all of the questions in an exercise correctly	+1 (each time)
etc.			

Class Survey & Results





Appendix I : Student questionnaire

Junior 4 & 5 **Questionnaire**

Name _____ Age _____

PART 1
How do you feel about doing these in your English class?

1 = I hate it 2 = I don't like 3 = I don't mind it 4 = I like it 5 = I really like it

Reading

1) Reading sentences in English

2) Reading paragraphs in English

3) Reading articles (3-6 paragraphs) in English

4) Reading books in English

Writing

5) Writing sentences in English

6) Writing paragraphs in English

7) Writing articles and stories (3-6 paragraphs) in English

Speaking

8) Answering short questions in English (speaking simple sentences, etc.)

9) Speaking for 30 seconds in English

10) Speaking in pairs or on my own (for 30-60 seconds) in English

11) Speaking for 1-3 minutes in pairs or on my own in English

12) Speaking for more than 3 minutes in pairs or on my own in English

Listening

13) Listening to the teacher speak English

14) Listening to my friends in class speak English

15) Listening to recordings of other people speak English

PART 2 Can you do these in English?
Now answer the same questions with a letter

A = Very difficult B = Difficult C = OK D = Quite easy E = Very easy

Junior 5 - Speed Writing October - December 2012

Leader Board	19/10	26/10	9/11	16/11	23/11	Best Level
María V	91	126	164	246	306	11
Alex L	105	178	169	269	-	10
Júlia B	129	172	149	229	266	10
María D	135	142	50	252	224	10
Marc R	109	148	160	233	242	9
Irene M	89	139	91	231	161	9
Patricia W	111	132	88	231	218	9
Nacho L	103	118	153	226	242	9
Mateo I	69	87	163	226	203	9
Julie F	80	145	100	202	151	8
Marina E	119	109	112	185	151	7
Ines M	112	67	67	181	161	7
Paula C	74	95	62	155	145	6

Leader Board	19/10	26/10	9/11	16/11	23/11	Best Level
María V	91	126	164	246	306	11
Alex L	105	178	169	269	-	10
Júlia B	129	172	149	229	266	10
María D	135	142	50	252	224	10
Marc R	109	148	160	233	242	9
Irene M	89	139	91	231	161	9
Patricia W	111	132	88	231	218	9
Nacho L	103	118	153	226	242	9
Mateo I	69	87	163	226	203	9
Julie F	80	145	100	202	151	8
Marina E	119	109	112	185	151	7
Ines M	112	67	67	181	161	7
Paula C	74	95	62	155	145	6

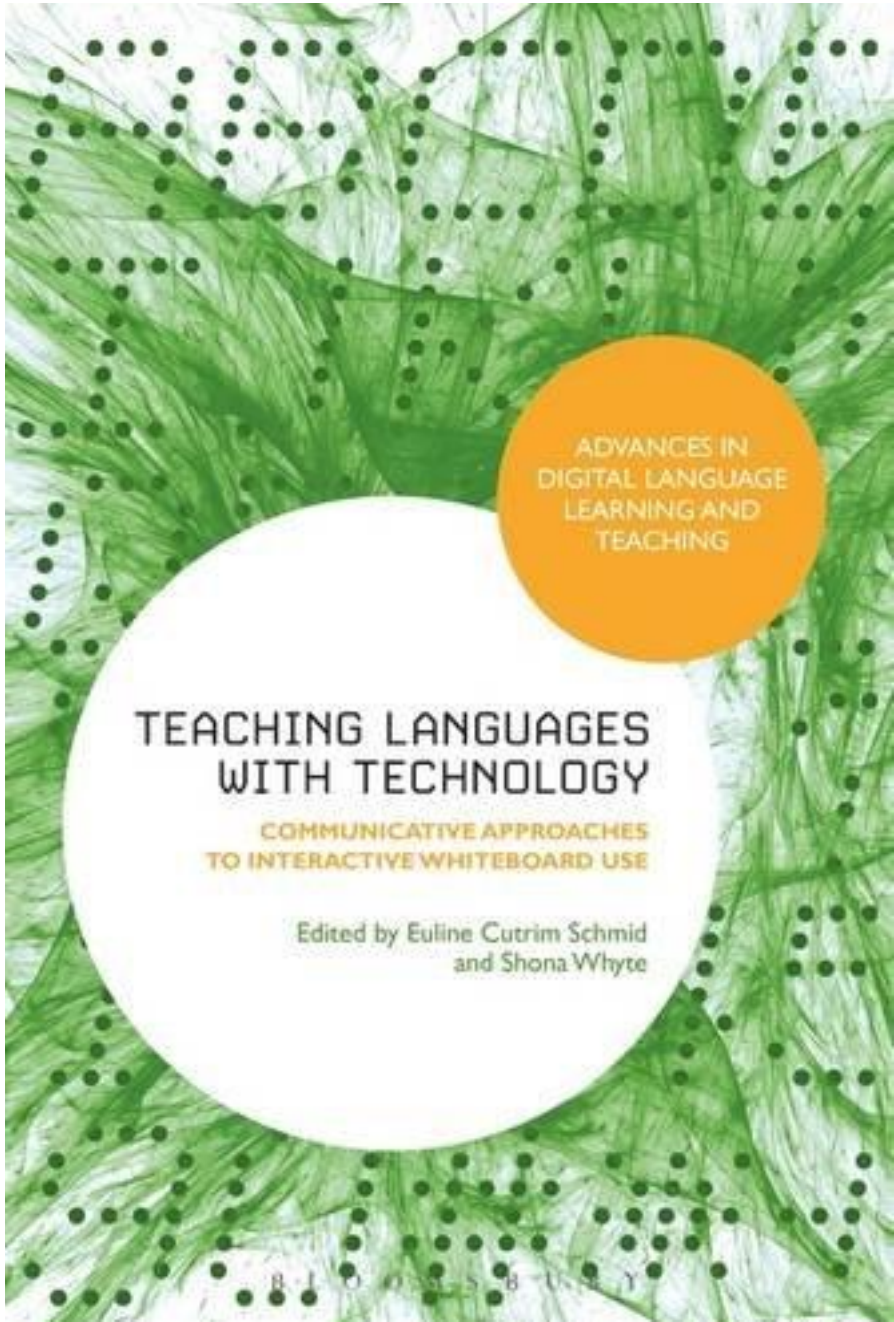
Leaderboards

www.bloomsbury.com/uk/teaching-languages-with-technology-9781441170569

Gamifying Writing

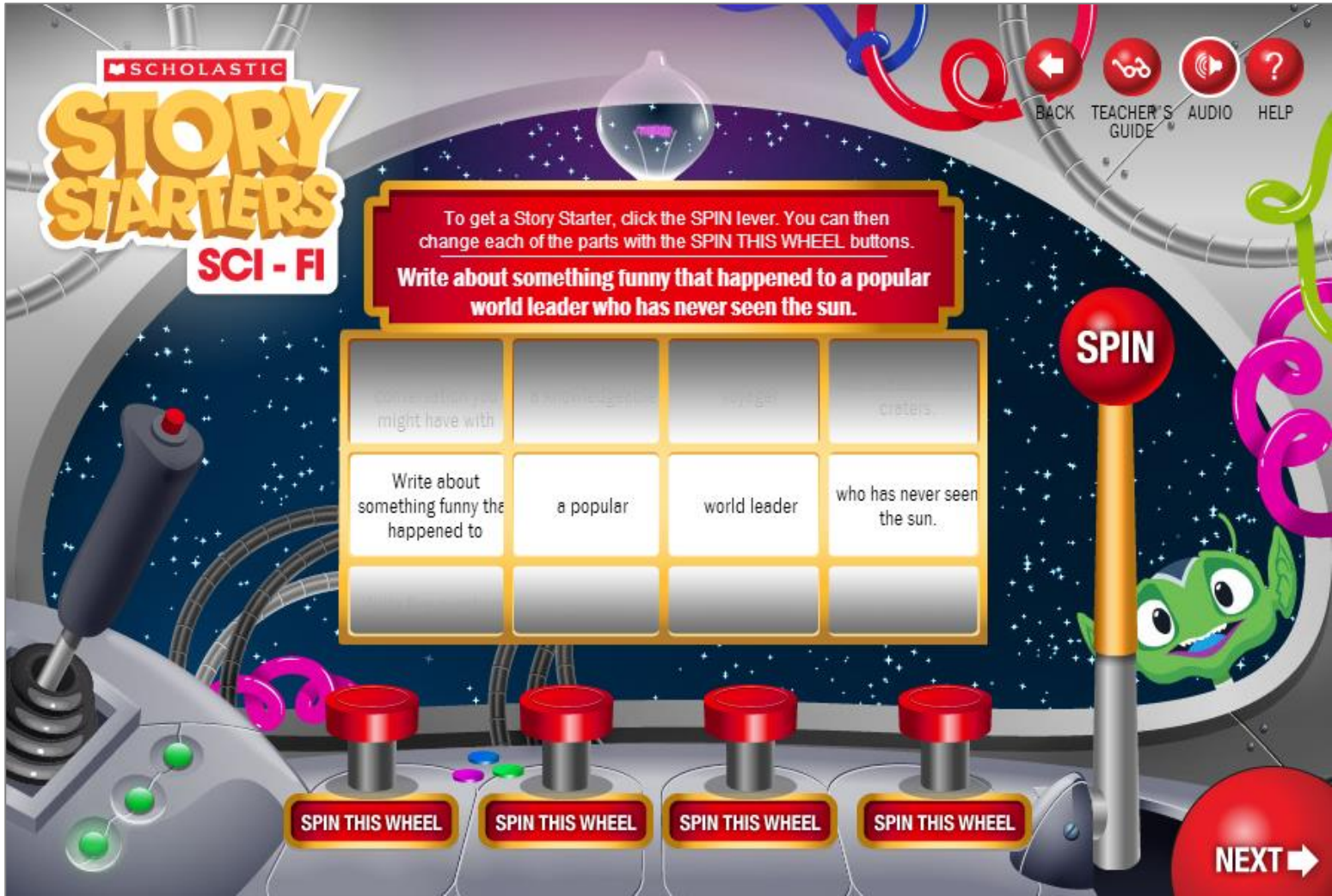
'Using the IWB to support gamification in order to enhance writing fluency in the second language classroom'

Bloomsbury Academic, 2014



http://www.scholastic.com/teachers/story-starters

Gamifying writing



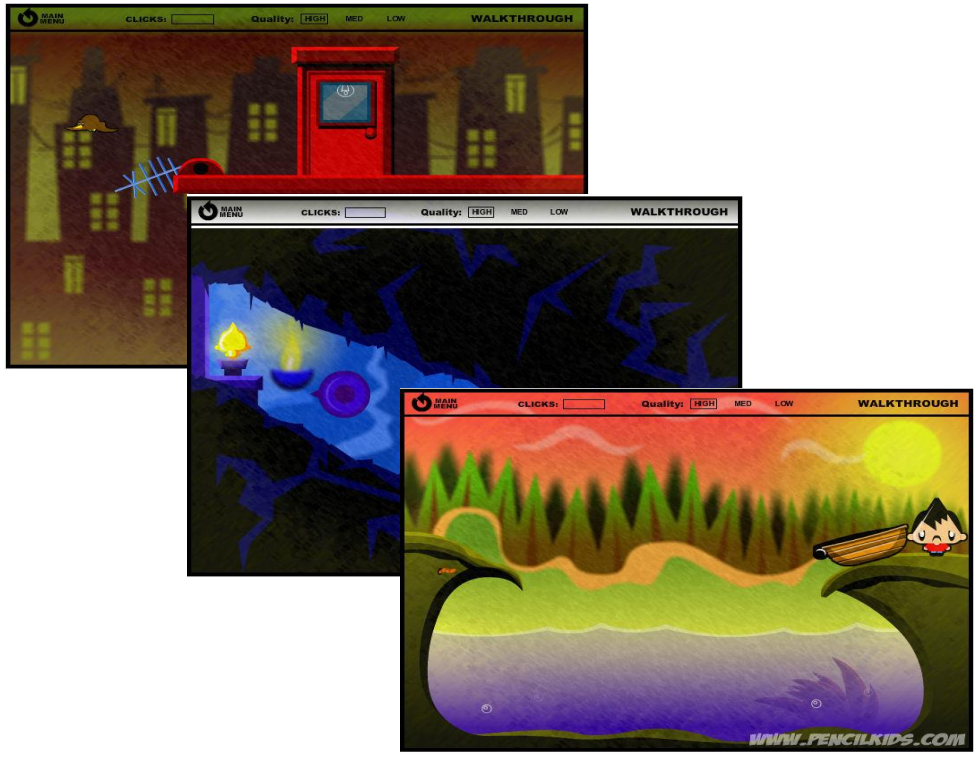
Gamifying Writing

Once upon a time, in a land full of mountains, next to a river, there lived a group of pirates who wore helmets with horns on them.

One day, the king of the pirates set a quest for the others: to find the mythical gigantic tree octopus.

The prize, he told them, would be a golden cup, and the pirates would also hold a party and cook the tree octopus in the special silver cooking pot…

Gamifying Speaking



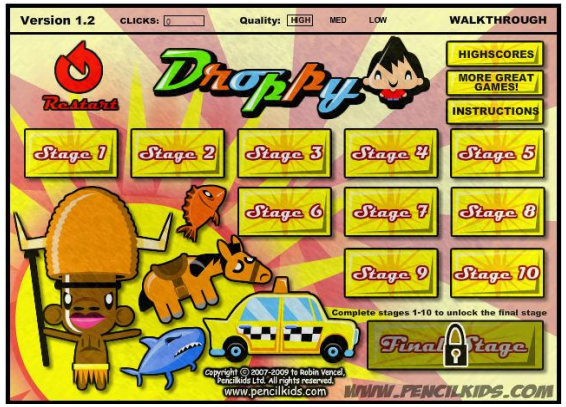
Demand High ELT

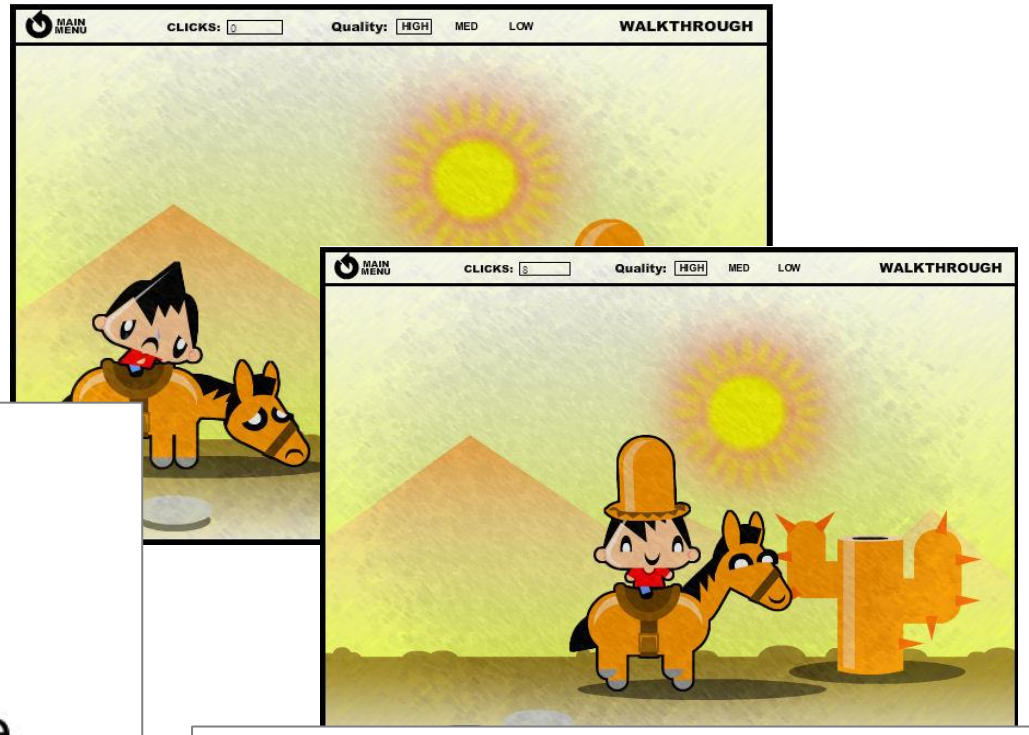
HOME | ARTICLES & DISCUSSIONS | OBSERVATION TASKS | PRESENTATION

READY-TO-GO SEMINARS

https://demandhighelt.wordpress.com

http://pencilkids.com/droppygame.html





Now describe the five images to your partner as best you can

Can you explain to your partner...

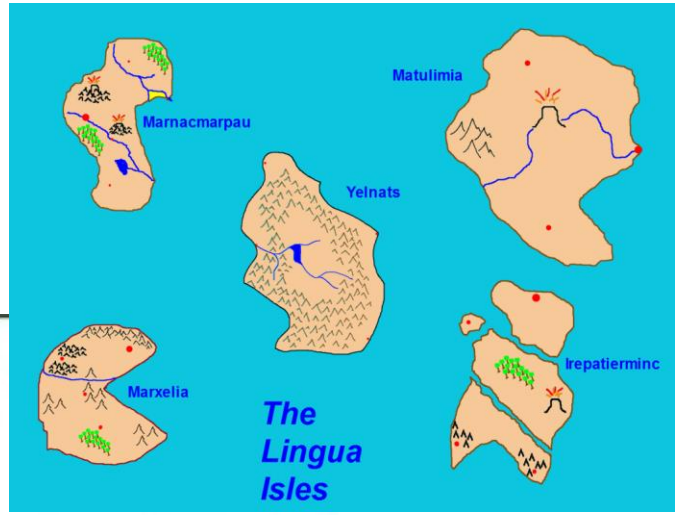
What has happened?

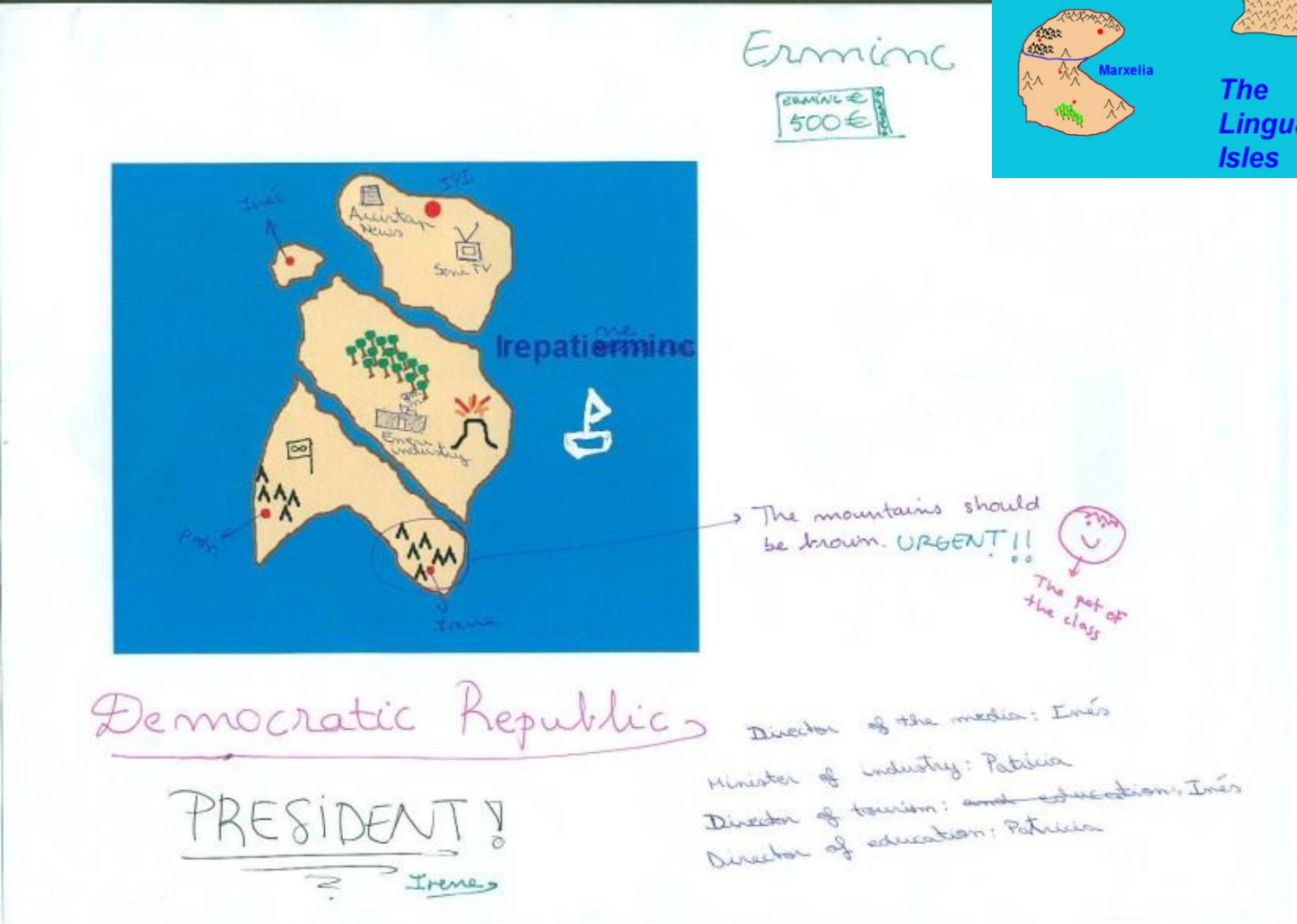
http://www.slideshare.net/bcgstanley/droppy-promoting-speaking-with-an-online-game

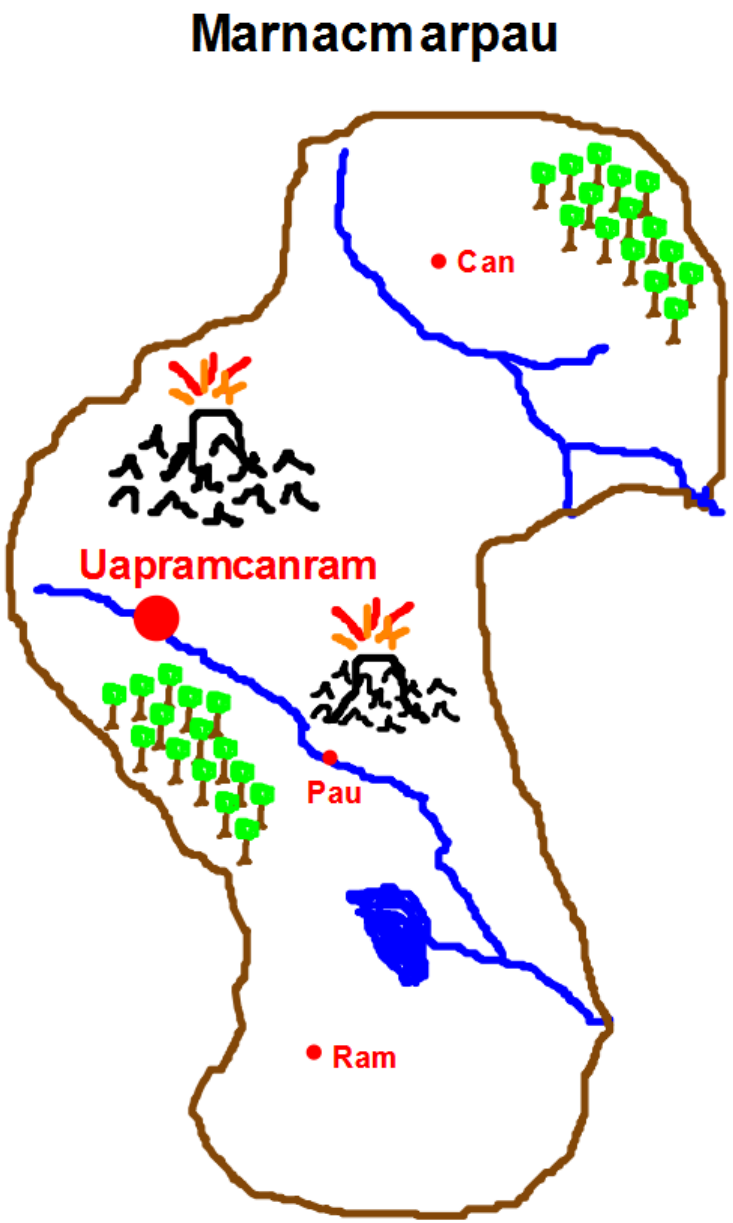
MAIN MENU
CLICKS: 0
Quality: HIGH MED LOW
WALKTHROUGH
WWW.PENCILKIDS.COM

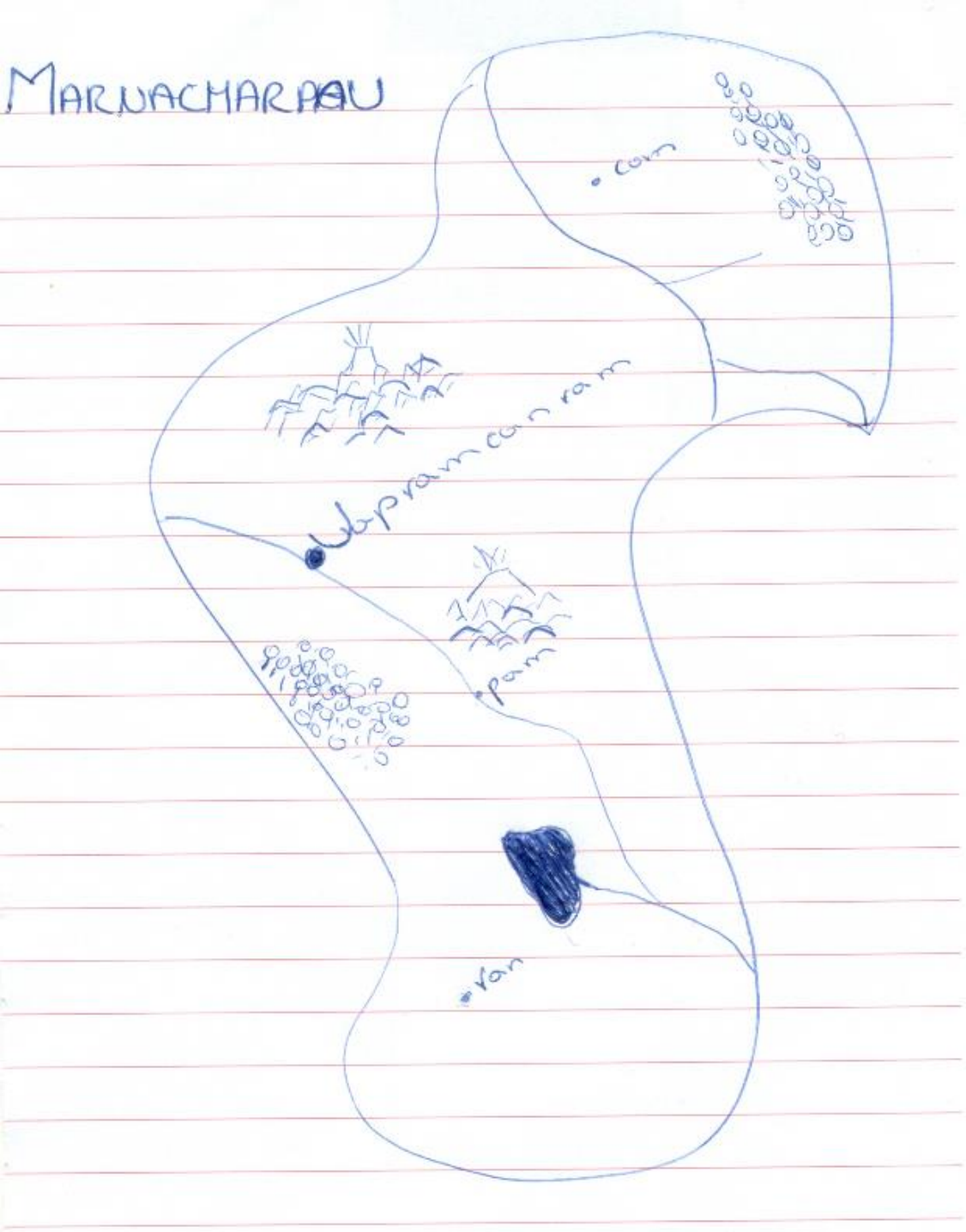
What has happened?
WWW.PENCILKIDS.COM

Gamification of Classwork/Project work



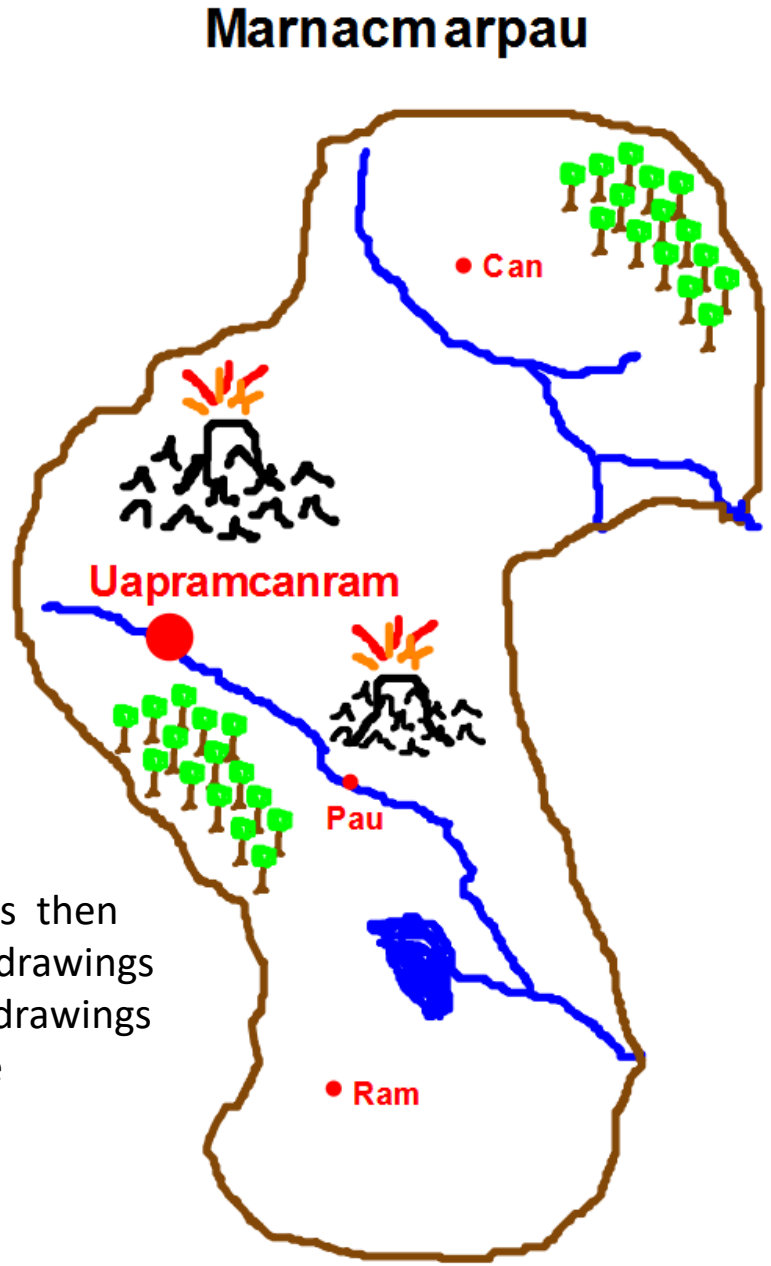




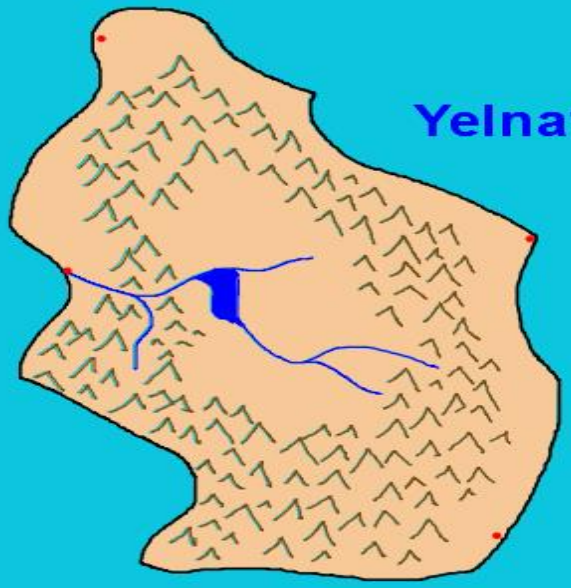


Procedure

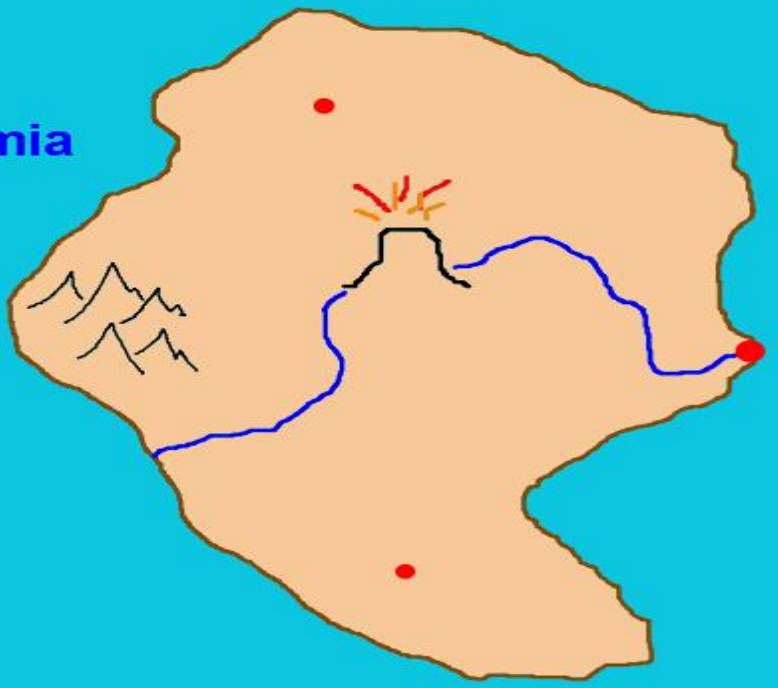
learners create islands in groups then teacher scans copies of learners' drawings Teacher traces over the scanned drawings using a paint programme



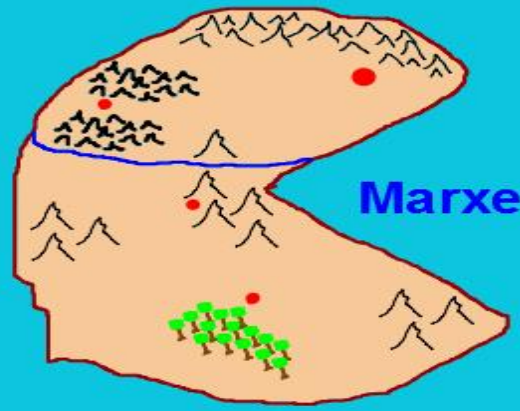
Marnacmarpau



Yelnats



Matulimia



Marxelia

Irepatierminc

The Lingua Isles

Irrepatierminc

One island is called Irrepatierminc. It is a wonderful and beautiful place. There are a lot of big trees, a river and very high mountains. In the island there is a village called Patri. It is very nice and incredible because you can do a lot of things. The weather of this village is fantastic because always is sunny and hot. All people in this village is very kind and there are only one school and all people know each other. We celebrate a lot of parties to meet people and we have four months of holidays every year.

Personally, I would like to live always here because of the holidays, it is an amazing place and I have a lot of friends. I would like to go to the island on holiday and visit Patri.

Patricia Walter

In summary

Gamification can help...

...to encourage students **to do something they don't want to do**...

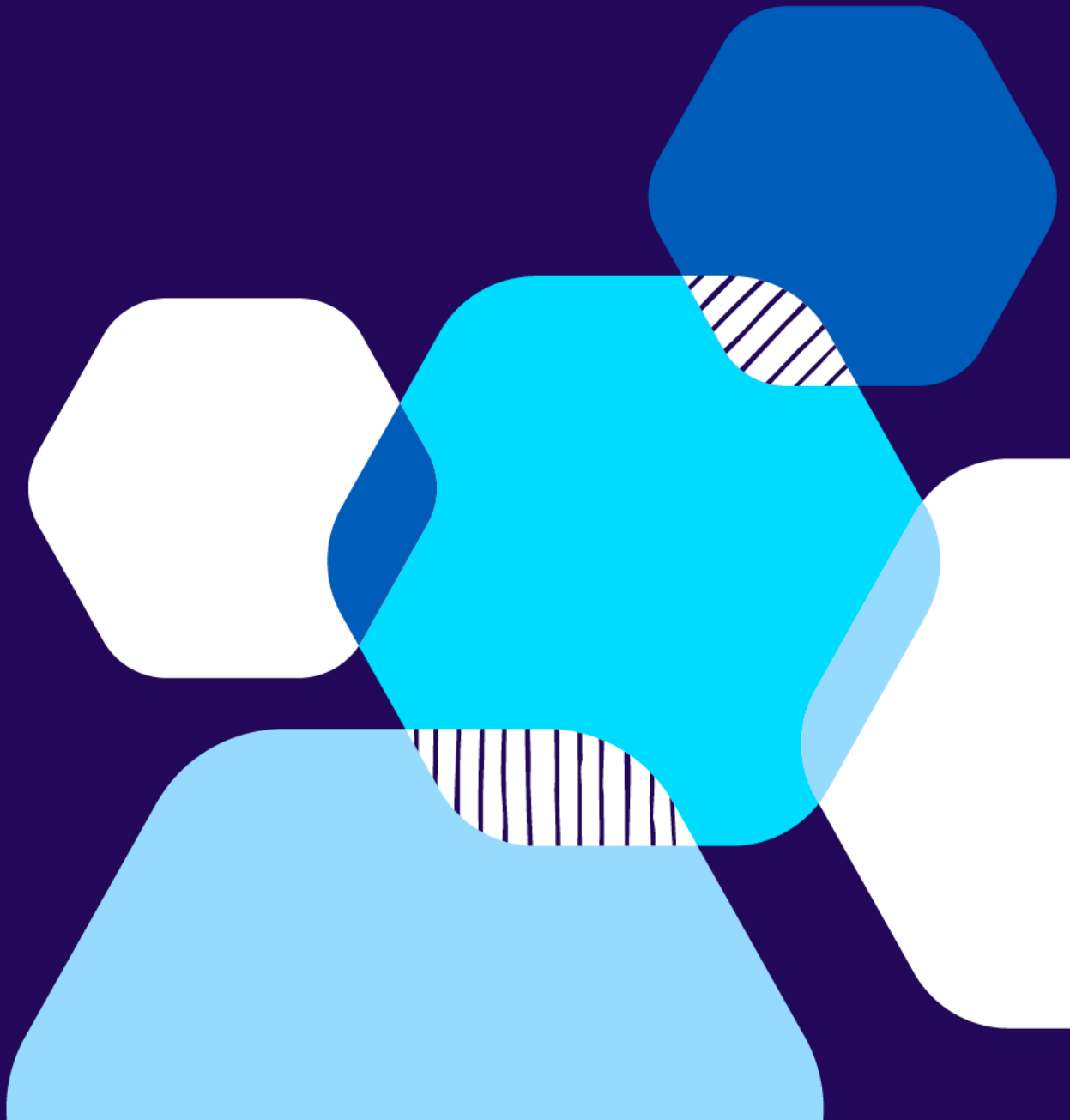
...or to do something they **think they don't want to do**

https://www.flickr.com/photos/42348786@N08/4131635529

Thank you

Any questions?

graham.stanley@britishcouncil.org



Further Reading: Gamification & ELT

- Gamifying ELT http://gamifyingelt.wordpress.com/
- Digital Play blog (Gamification) http://www.digitalplay.info/blog/?s=gamification
- Gamification in TESOL (Facebook group) https://www.facebook.com/groups/Gamification.in.TESOL/
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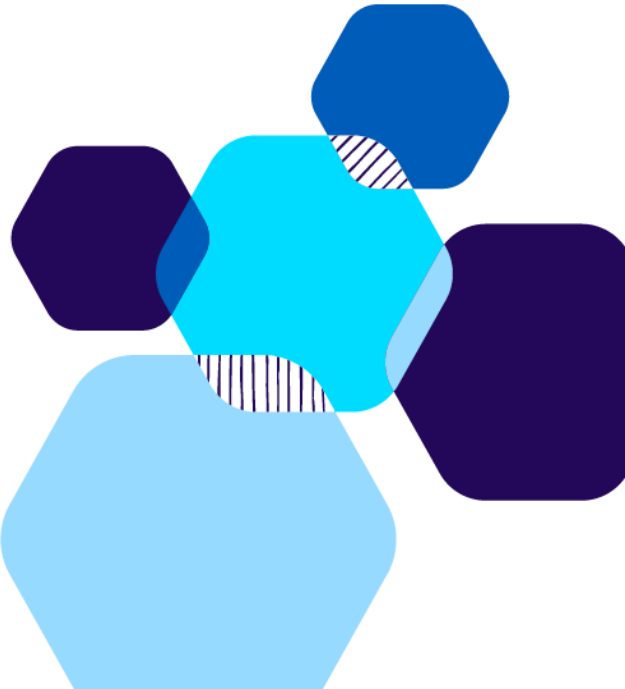

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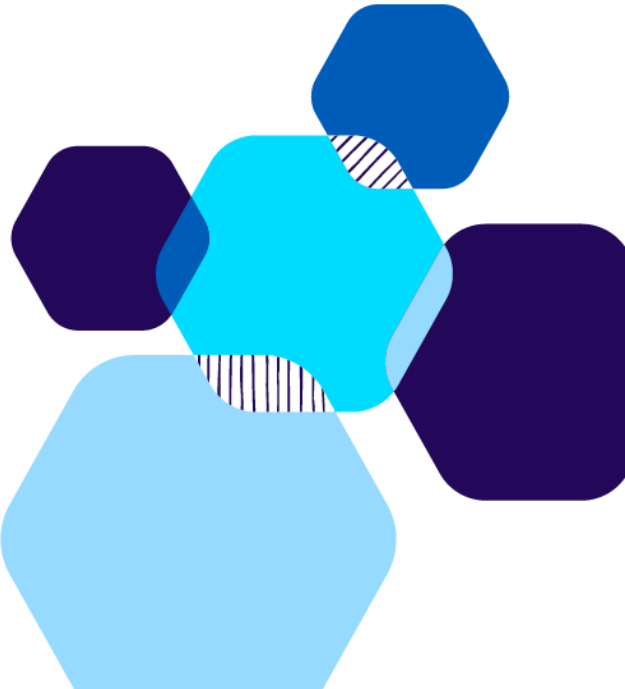

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- Bartle (New Riders, 2004) *Designing Virtual Worlds*
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- Gee (Routledge, 2004) *Situated Language and Learning: A critique of traditional schooling*
- Gee (Peter Lang, 2007) *Good Video Games + Good Learning: Collected Essays*
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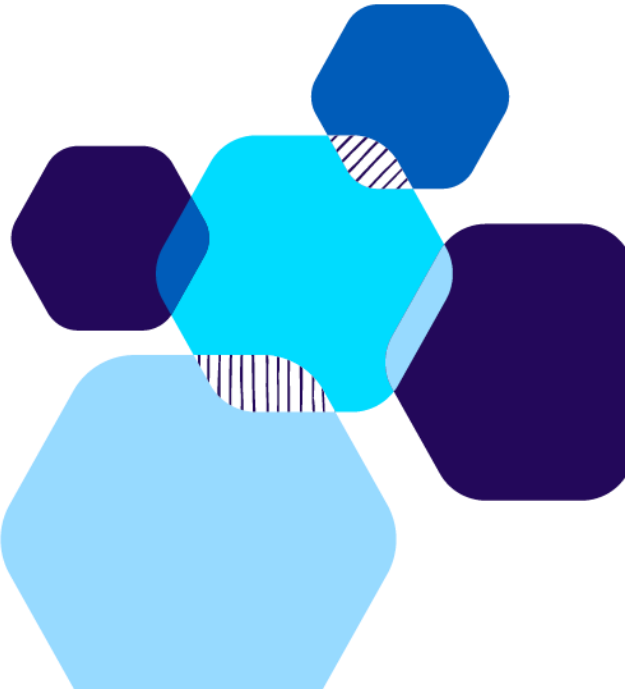

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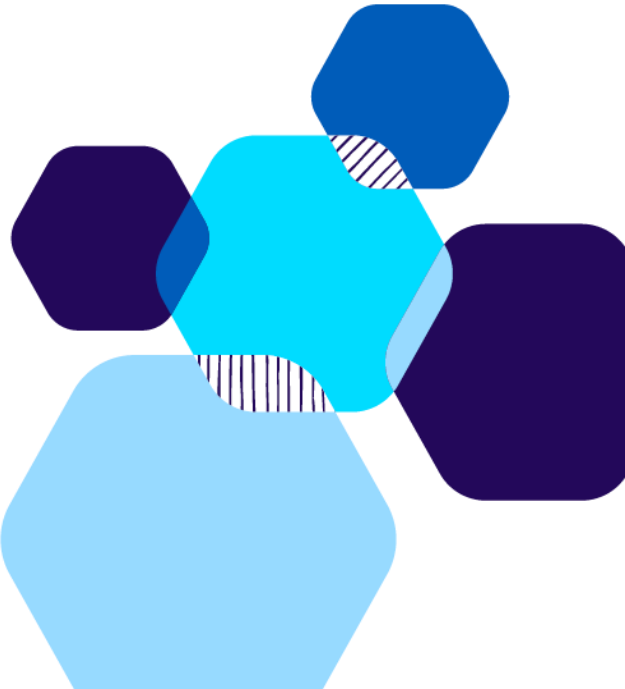

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- Dörnyei, Z. (Longman, 2001) *Teaching and Researching Motivation*
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