

WHEN WILL
YOU DO YOUR
HOMEWORK ?!?!

**RIGHT
NOW!!!**

What is GBL?

Game Based Learning is the use of games for teaching a subject matter. The idea is to get the students *to play with already made games* to fulfill a learning objective.



*We all know there are some learning outcomes when **we play**, and students learn faster and better with **games**.*



BUT HOW?

First, you have to search for educational games that suitable for your kids' level

Making a list of possible games and the instructions will make your task easier than ever.

Try to negotiate with your colleagues, Maybe they can offer more challenging games or they can have experience on playing games.

The most crucial point is that, you have to know the game very well and before coming to class play it many times.

A good learning game would include the following essential elements

Continuous Challenge

Interesting Storyline

Flexibility

Immediate Rewards

Some Important Points

- In order for a game to be educational, it is imperative that the learners be required to learn in order to score and win the game.
- While learning through games can be very effective, they can become a distraction, causing them to become too focused on the game and not on learning; this is where teachers and parents play an important role.
- Set the Rules: Classroom management is as important as ever in these situations, and having clear rules helps as well.

GBL Class: Benefits+Problems

Benefits

- Turn Students into problem solvers and self-directed learners.
- Foster Students' design thinking via game making (create better world systems).
- Allow Students to engage in friendly competitions with peers.
- Help Students learn to analyze multimodalities.

Problems

- The Instructor, as the sole troubleshooter, must be quite familiar with assigned games to teach with them.
- Assigning games without defining clear learning objectives reduces class time to playtime only.
- Technology issues (PC vs. Console gaming)

Let's See GBL in Action!



**For
EXAMPLE:**





WORLD SHAKE

Welcome to

[Play Now!](#)

[Read Me](#)

Time Remains
02:37

WORD BOARD

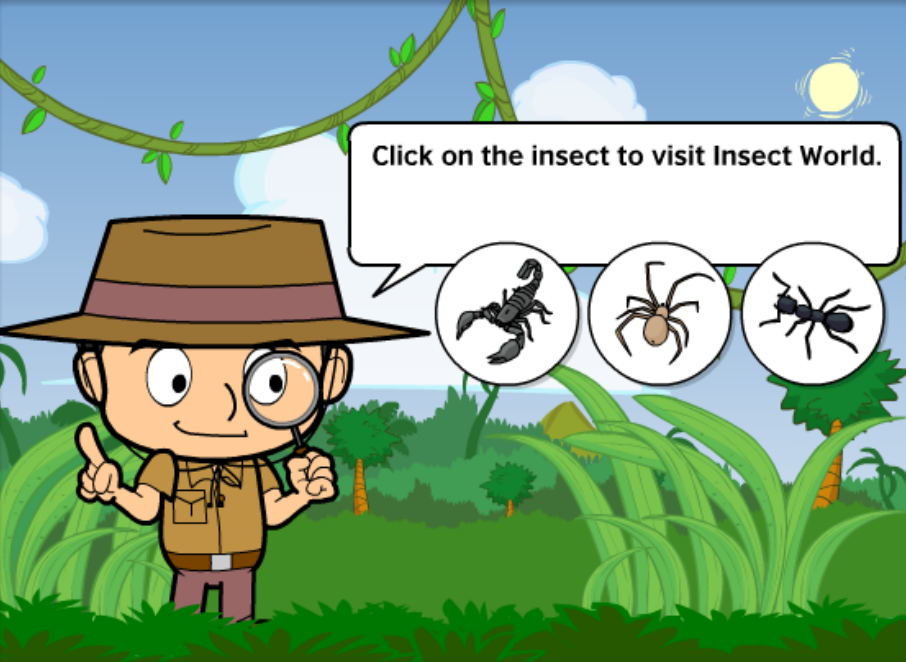


clear

submit

WORD BOARD

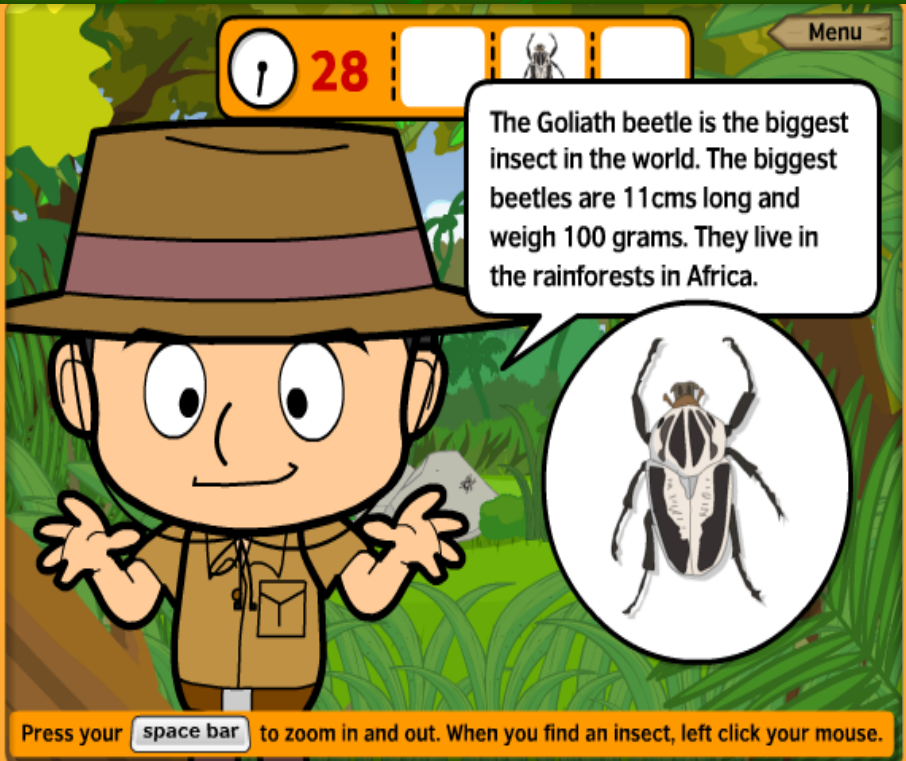
GEAR	2PTS
CAR	1PT
DEAR	2PTS
LAKE	2PTS
SAY	1PT
CRY	1PT
DRAW	2PTS



Click on the insect to visit Insect World.



Honey bees collect nectar to take back to their hive for food. Worker bees visit more than 2,000 flowers each day.



The Goliath beetle is the biggest insect in the world. The biggest beetles are 11cms long and weigh 100 grams. They live in the rainforests in Africa.



Cockroaches appeared on Earth around 350 million years ago. Cockroaches can live for a month without food, and can live without their heads for a week!



Press your **space bar** to zoom in and out. When you find an insect, left click your mouse.

Press your **space bar** to zoom in and out. When you find an insect, left click your mouse.

Gamification

Although the Terms **Gamification** and **Game Based Learning** have been used interchangeably they are in fact two different approaches. **Gamification** means transforming social situations with game like experiences.

Theory: What is Gamification?

“Gamification typically involves applying game design thinking to non-game applications to make them **more fun and engaging** Gamification can potentially be applied to any industry and almost anything to create fun and engaging experiences, converting users into players.”



-- Gamification.org

Source: http://en.wikipedia.org/wiki/German-style_board_game

**For
EXAMPLE:**



CLASS

DOJO





zondle

Zondle is a **games-based** learning platform (desktop and mobile) that **enables** teachers and students to **create, play and share** games to support exactly their learning needs.

Individual or whole class learning games are available.



