

eLearn Gamification Tools



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Introduction

Gamification is the use of game design elements and principles in non-game contexts. It can be used to motivate people to engage in desired behaviors, such as learning new skills, completing tasks, or achieving goals.

eLearn Awards and Awards Leaderboard can be used to gamify learning. Awards can be used to recognize and reward learners for their achievements, while the Awards Leaderboard can be used to track learner progress and promote competition.

eLearn Game Based Learning (GBL) solution incorporates interactive gaming elements transforming traditional learning into an immersive experience. It can be used to provide a visual representation of a learner's progression through various educational challenges and milestones.

Benefits of using eLearn Awards and Awards Leaderboard

- Increased motivation: Awards and recognition can motivate learners to perform better and to achieve their goals.
- Improved morale: Awards and recognition can boost morale and create a more positive learning environment.
- Increased engagement: Awards and recognition can encourage learners to be more engaged in their learning.
- Improved teamwork: Awards and recognition can promote teamwork and collaboration.


Examples of eLearn Awards

Coding Guru Badge	Constructive Critiquer Badge
Creative Thinker Badge	Discussion Dynamo Badges
Discussion Leader Badge	Global Perspective Badge
Midterm Mastery Badge	Peer Mentor Badge
Presentation Pro Badge	Problem Solver Badge
Research Guru Badge	Team Leader Badge
Tech Whiz Badge	

Add Award To Course

All
Badges
Certificates

Badges




Edit Award

Coding Guru Badge

- Credits: 0
- Award hidden until earned: false
- Conditions: 0

[Edit Properties](#)
 [Remove Award](#)




Edit Award

Constructive Critiquer Badge

- Credits: 0
- Award hidden until earned: false
- Conditions: 0

[Edit Properties](#)
 [Remove Award](#)




Edit Award

Creative Thinker Badge

- Credits: 0
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- Conditions: 0

[Edit Properties](#)
 [Remove Award](#)



Edit Award

Discussion Dynamo Badges

- Credits: 0
- Award hidden until earned: false
- Conditions: 0

Examples of eLearn Awards

Classlist Awards Course Awards My Awards View Available Awards Award Icon Library Certificate Templates

Issue Revoke

Search classlist

Classlist

<input type="checkbox"/>		Aaron Student
<input type="checkbox"/>		Austin Chua Student
<input type="checkbox"/>		Reynen Student
<input type="checkbox"/>		Tee Seng Student
<input checked="" type="checkbox"/>		Homer OConnor _ This user has no awards

Issue Award

Select an Award *

Peer Mentor Badge

Criteria

This badge recognizes your willingness to assist your peers by providing guidance and support when they have questions or encounter difficulties.

Evidence: *

Enter the reason or evidence for this earned award. This will be visible to the recipient of the award.

show superior ability in guiding classmates

Selected users

Homer OConnor _

Issue Cancel

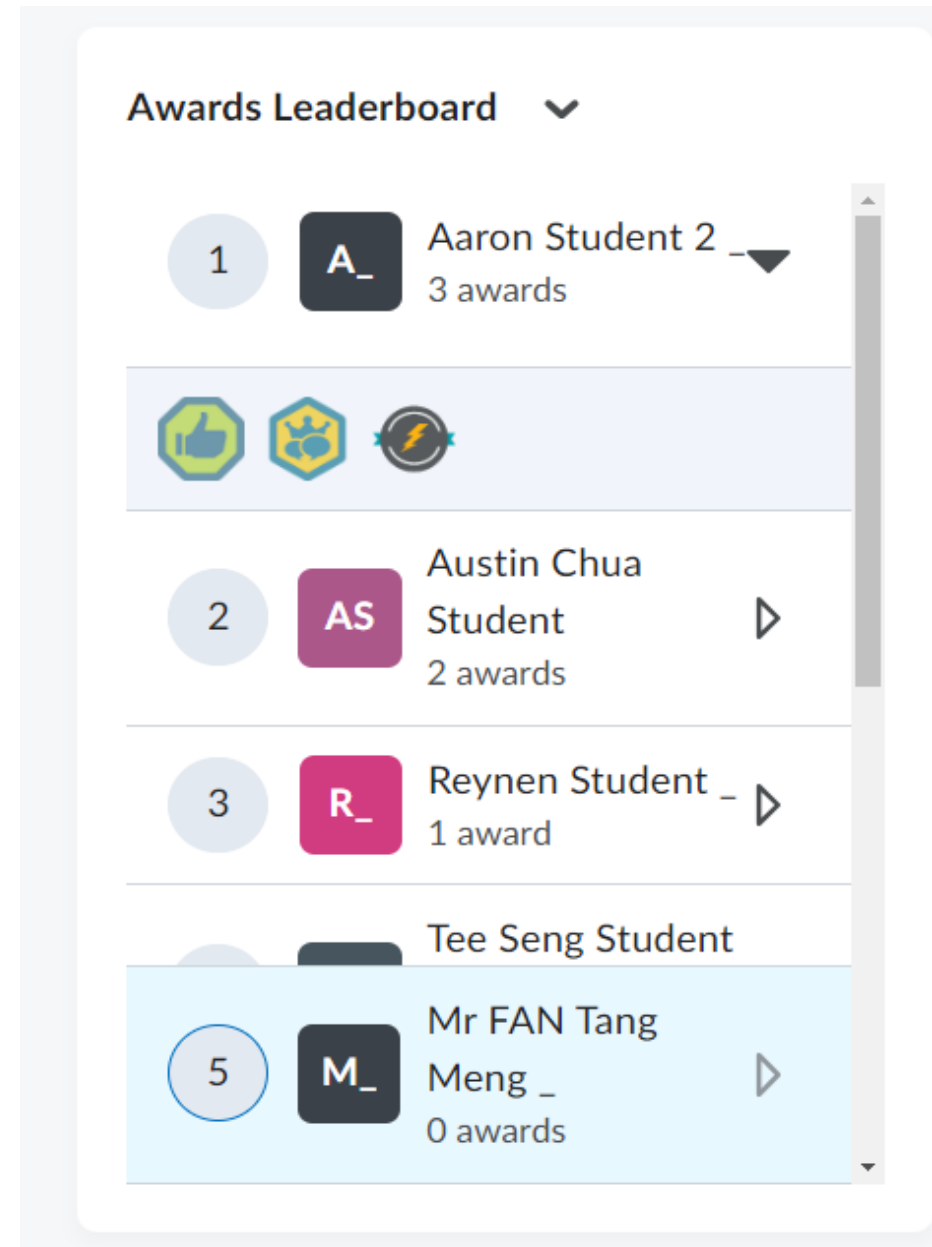
Award Leaders Descending

eLearn Awards Leaderboard

D2L Brightspace Awards leaderboard allows instructors to track learner progress and recognize their achievements.

Awards Leaderboard displays the top earners of badges and certificates for a given course or organization.

Instructors can use the leaderboard to motivate learners and to identify learners who may need additional support.



eLearn Game Based Learning (GBL)

eLearn Game Based Learning is the use of games to enhance the learning experience.

Instructors can determine the scope and depth of the gaming experience, implementing game based learning that fits their needs and objectives.

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Learning @ Work Week 2023



Game Based Learning (GBL)

Scenario Builders: Create branching scenarios

Custom Sprite: Personalised graphics for map & game characters.

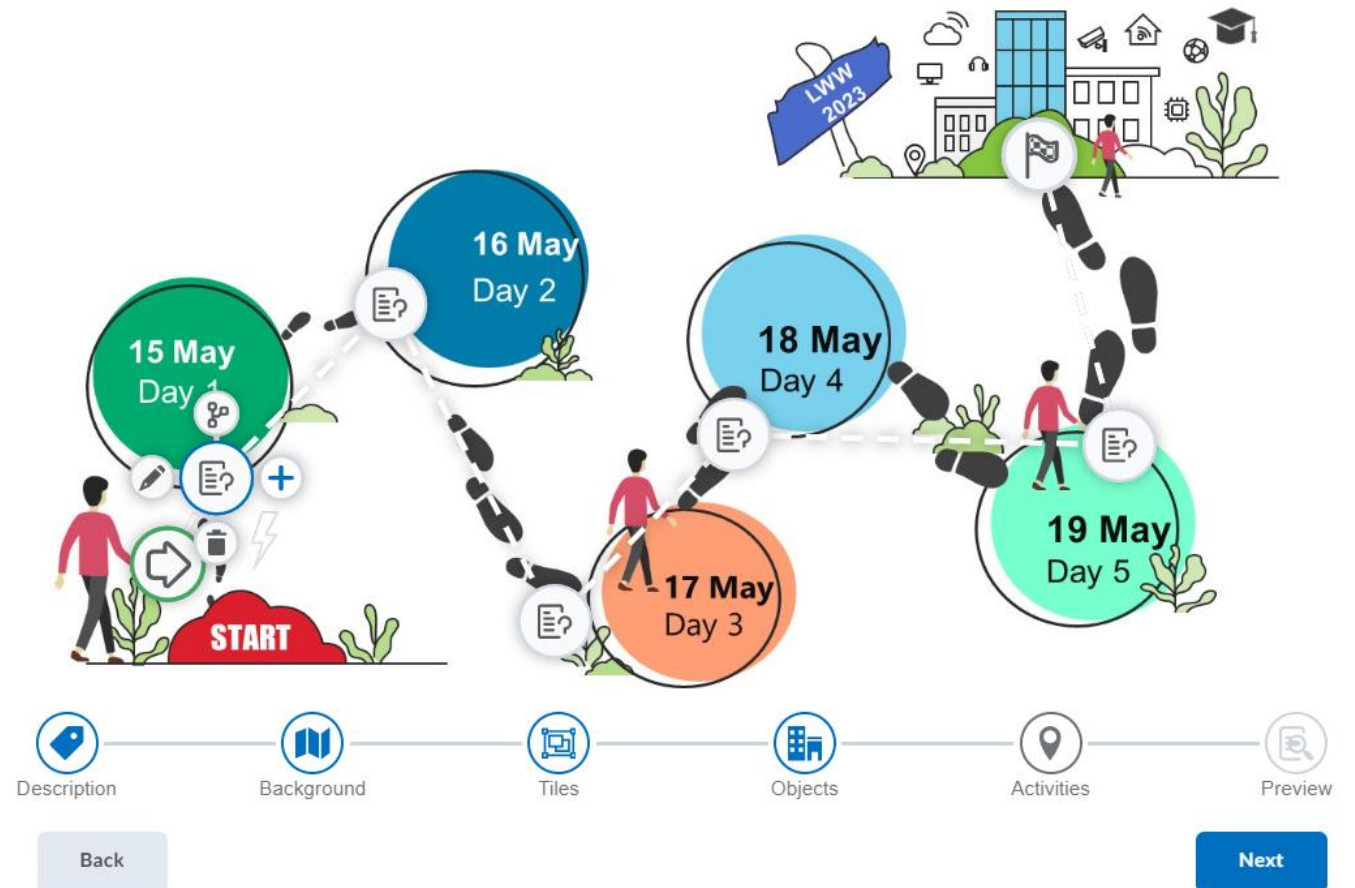
Content Linking: Link game elements to specific course materials or external resources.

Data Analytics Interface: Detailed game-based learning metrics for analysis and improvements.

Edit Game Map

Activities

Add and edit activities on the map below

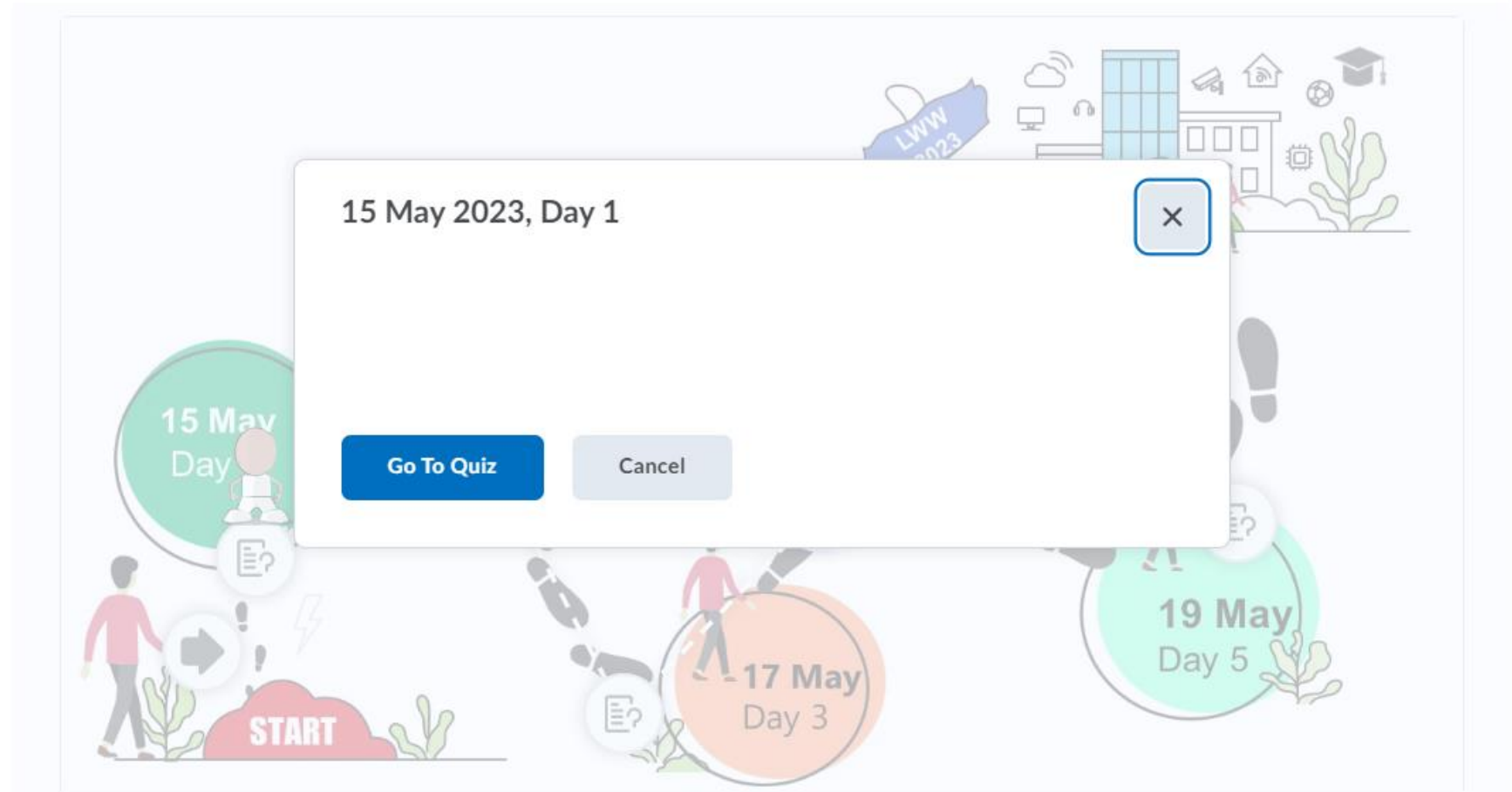


Examples of Game Based Learning (GBL)

eLearn Game-Based Learning, educators can incorporate challenges

- Quizzes
- Assignments

Learning @ Work Week 2023



LMS Embedded Gamification vs Stand-alone Gamification Solution

	LMS embedded gamification	Stand-alone gamification solutions
Advantage	<ul style="list-style-type: none"> • No extra cost • Integrated Environment, Seamless User Experience • Data from the gamified elements and regular coursework can be tracked in one place. 	<ul style="list-style-type: none"> • Tend to have more advanced and varied features. • Can be customised to fit specific requirements • More frequent updates, use of the latest gamification trends and techniques
Disadvantage	<ul style="list-style-type: none"> • Basic and does not have the flexibility or range of features that a specialized solution would 	<ul style="list-style-type: none"> • Cost • Need to navigate between the LMS and the gamification platform • Data are scattered in both LMS and the gamification solution

Conclusion

eLearn Awards and Awards Leaderboard are powerful tools that can be used to gamify learning and motivate learners. When used effectively, awards can help to create a more positive and engaging learning environment.

eLearn Game Based Learning melds education with game mechanics. Its customizable features and advanced analytics empower educators to deliver content that's both interactive and impactful.

Questions?

eLearn Support

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