

Youth exchange

GAMIFICATION IS THE ANSWER

17. - 26.6.2022,
Štúrovo, Slovakia



Toolkit

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● ABOUT PROJECT ●



We came up with the idea of "Gamification is The Answer" whilst discussing the difficulty of motivating and involving youth in different projects amongst our partners. We unanimously noticed that traditional learning approaches do not necessarily work best when it comes to youth as although they have the motivation to learn, after 30–40 minutes youngsters find traditional learning processes boring and discouraging.

 Then we created our partnership consortium and  carried out our research. We concluded that young people need to experience a dynamic approach to learning, which they can have through interactive games.

● GAMIFICATION ●

Gamification is adding game mechanics into nongame environments, like a website, online community, learning management system or business' intranet to increase participation. The goal of gamification is to engage with consumers, employees and partners to inspire collaborate, share and interact.



GAME-BASED LEARNING

Game-based learning refers to the borrowing of certain gaming principles and applying them to real-life settings to engage users. The motivational psychology involved in game-based learning allows students to engage with educational materials in a playful and dynamic way.



GAMIFIED ACTIVITIES WE DID

1. Ice-breaking activities.
2. Role-play.
3. Energisers.
4. Privilege walk.
5. Simulations.
6. X and Y game.
7. Secret Friend.
8. Grave yard.
9. Continents game.
10. Free days.
11. Cultural evenings.




OTHER GAMES WE PLAYED

- Board games
- Late night games
- Dancing games
- Singing games
- Kahoot quizzes
- Pronunciation games



A white rectangular title card with a dark blue border and two dark blue circles on the left and right sides. The text "TREASURE HUNT" is written in a bold, dark blue, sans-serif font. The card is suspended by two chains from the top. There are small red decorative icons in the top right and middle right of the page.

TREASURE HUNT

A small red decorative icon consisting of four dots arranged in a cross shape.

We have prepared 12 tasks for you that have to be done by teams. You have to be together with your team when you do the tasks and all team members have to be in the pictures/ videos. First team to come is the winner!

Tasks

1. Find and sit with an awesome background of the city and take a picture.
2. Take a boomerang in front of the Lidl Store.
3. Take a video of you saying that you don't like gulášová polievka in front of the restaurant that opens at 10 AM and closes at 10 PM.
4. Take a picture with Hotel Slobi.
5. Find a Slovakian person and take a video of them saying "I love you" in one of your languages.
6. Tell another person to take a picture of the whole group, while all of you are doing different poses.
- 7. Find another person and ask them to take a picture of you like typical tourists would do in front of a Basilica of Esztergom.
8. Take a picture of another team doing the tasks.
9. Take a beautiful picture of you at the Sunflower's field.
10. Sing traditional Slovakian song with local people and take a video.
11. "Make a photo of all participants without making a photo of all participants".
12. Find Slovakian "tour guide" and ask her/him to write history of "Sturovo" in 3 sentences. Writing must be done by the hand on the paper.

Good luck and enjoy your treasure hunt in Surovo!

TREASURE HUNT



WORKSHOPS

GAMIFYING PRESENTATIONS

Goals

- To make presentations interactive
- To keep people engaged
- To make presentations visually interesting

How to reach the goals?

- Start with a promise to the audience that there's a surprise at the end.
- Use interactive tools and games, for example: Kahoot, Prezi, Quizlet.
- Use cute animal pictures!



GAMIFYING PRESENTATIONS

Resources

- Laptop
- Attitude
- Wifi
- Projector
- Audience

Risks

- The audience might not take the subject of the presentation seriously.
- The more interactive elements can cause distraction and noise in the room.



GAMIFYING THE CLASSROOM

The problems

- Boredom which leads to disengagement
- Monotonic lessons
- Lack of engagement
- Short attention span
- Distractions
- Lack of mobility
- Discouragement



GAMIFYING THE CLASSROOM

Set a goal(s)

- More interactive, diversified lessons
- Improved students' results
- Make the environment more informal, inclusive



GAMIFYING THE CLASSROOM

List of activities to reach the goal(s)

- Simulations – school elections' voting as a simulation of real-life democratic processes, simulations of businesses
- Role play – for instance in history lessons
- Learning by doing – lessons should not be only theoretical, for example include experiments
- Digital game-based learning – Kahoot, Quizziz, etc.



GAMIFYING THE CLASSROOM

❖ Which resources do you need?

- Simulations – human resources, a specialist in the specific field of simulation
- Learning by doing – equipment for different activities, for example, experiments ❖
- Role-playing – costumes, human resources, more space than in a usual classroom
- Digital game-based learning – internet, interactive ❖ desks, boards, laptops, a specialist in this



GAMIFYING THE CLASSROOM

Risks

- Pupils might ignore them
- Using the internet for the wrong reasons
- Teachers' resistance to change
- Limited budget
- Limited access to electricity
- Destroyed equipment



GAMIFYING THE WORKPLACE

❖ Problem

Stressful and unfriendly environment

Set a goal

Make the environment more comfortable, fun and inviting. ❖



GAMIFYING THE WORKPLACE

List of activities to reach the goal

- Organise team buildings and role play games
- Make a lunch room with board games for people to eat and play together
- Organise interactive games like secret friend
- Take everyone's interests in consideration when making a list of activities for the tea



GAMIFYING THE WORKPLACE

List of resources to reach the goals

- Time
- A free room
- Tasty food
- Good leadership



GAMIFYING THE WORKPLACE

❖ List of resources to reach the goals

- Time
- A free room
- Tasty food
- Good leadership

Risks

- Lose interest in working
- ❖ • Lose their focus
- Fight while doing activities might decrease productivity as a teamy food



STUDYING AT HOME

Problems

- Not inspiring
- A lot of distractions
- Feeling tarpped
- Lack of motivation
- Home loses your purpose
- Time management struggles



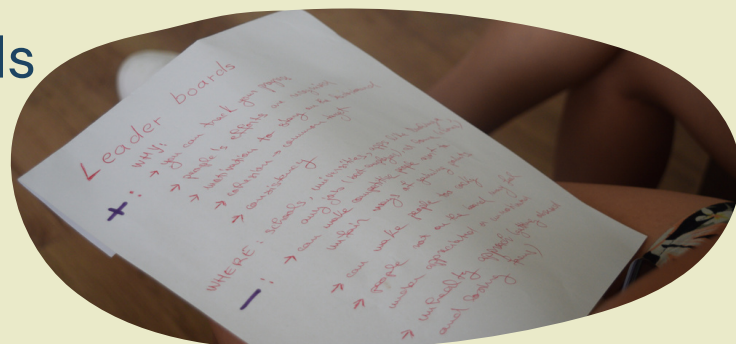
STUDYING AT HOME

Goal

Reduce procrastination issues and increase motivation

Activities

- Study for 30 minutes and rest for 5
- Divide tasks and make them very simple
- Reward yourself
- Mute your notifications and check your phone once an hour
- Write down the worst outcome in a visible place of what is going to happen if you do not study
- Study with friends (even)
- Visualize possible rewards



STUDYING AT HOME

Resources

PHYSICAL

Treats
Laptop
Books
Stationery supplies
Comfortable
place
Noise cancelling headphones

NON PHYSICAL

Supporting environment
Internet access
Proper lightning
Fresh air
Water

MENTAL

Knowledge
Positivity



STUDYING AT HOME

Risks

- It may discriminate people with disabilities or fewer opportunities
- Language barrier (if some apps are not in a domestic language)
- It builds a bad habit of doing things only for reward (corruption)
- Misinformation on the Internet



CULTURAL NIGHTS



Armenia



Lithuania

CULTURAL NIGHTS



Greece



Romania

CULTURAL NIGHTS

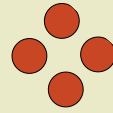
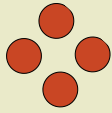


Georgia

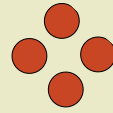
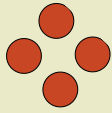


Slovakia

FOLLOW UP



FOLLOW UP

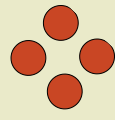


...FYCA took part in the project called "Gamification of learning by doing, role playing, simulations, board games and so on. See the feedback of our participants here. Armine: ... and we learned quite useful knowledge about gamification. Also we ... in different teams". Lili: "We learned how to communicate with international ... Zobrazit viac"



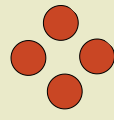


PHOTOS



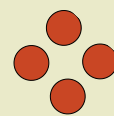


PHOTOS





PHOTOS



❖ PARTNERS ❖





**THANK
YOU**