

Gamification in Moodle “Sharing the Experience of the Use of Gamification in a Teachers Training Course Through Moodle”

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This communication aims to share the experience, the strategies and some of the possibilities, of the implementation of gamification components in an Moodle platform directed for training.

Whether for professional or research purposes, I have created some training courses (mainly aimed at teachers) through Moodle, being some face to face, others completely distance.

Especially for distance training one of the main obstacles is due to the very nature of training that requires discipline, work routine and self-motivation. In this perspective I adopted through some core modules and some additional modules, some functionalities based on gamification with the aim of motivating and checking other types of impacts on the trainees.

Some of the modules analyzed in the training were: Badges, LevelUp !, Progress Bar and Ranking.

Badges - Badges have been assigned as a way to serve as positive reinforcement, to create positive competitiveness, and to serve as evidence of achieved goals.

Level up - A system of hierarchical levels has been created. The various activities or actions have been assigned a points value. Each user who completes or performs the activity is assigned a certain value. When accumulating “X” points rises level. This evolution, once again serving as a motivator, also serves as a precedent to access other resources and activities, serving as an instrument for gauging some degree of knowledge or at least dedication time.

Ranking - Using the same mechanics of the points assigned to each activity, a “Ranking” table was created in order to publicly motivate the best performers. In order to avoid some perverse effects of the ordering lists, this block allows a weekly, monthly and global ranking. Whether for the trainees it functions as a motivator and generator of competitiveness, or for trainers, it gives information about the trainees’ performance in a temporal and graphical way.

Progress Bar - A progress block was used for the trainees so that each trainee knows in terms of the expected tasks which they have successfully completed. Especially for the perspective of distance training this block is a very useful resource as it allows the personal management of each trainee in terms of the tasks to be performed. For trainers, it allows in a simple and graphical way to have a

general overview of the performance of their trainees and at the same time to gauge their own performance and quality of the resources created.

The results mentioned by the trainees (testimonials) so far are positive, with the first pilot groups still in progress, and therefore still in the stage of statistical analysis and treatment of the quantitative data.

I plan to use a simple presentation showing the components described above, sharing the procedures and the testimonials of the trainees.

Keywords: Moodle; Gamification; Levelup!; Badges; Progress Bar, Ranking; Distance Training; Teachers Training.