

## Notes on Course Gamification

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### • What is Gamification

**Gamification** consists of adding game mechanics into nongaming contexts, like a website, learning management system or business' intranet. The goals of gamification are to make Courses more fun and engaging, to increase participation and to promote collaboration, sharing, interaction and a healthy competition; gamification strategies include elements such as gamifying grading, incentivizing Students with rewards and adding competitive elements.

**as opposed to**

**Game based learning (GBL)** is the process of using games to achieve a defined set of learning outcomes.

**or**

**Game design**, is the process of planning the content and rules of a game. It includes the design of gameplay, environment, storyline and even characters.

*More info:*

- [Elucidat – 4 awesome examples of Gamification in eLearning](#)
- [Introduction to Gamification \(50:14\)](#)

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- **Where to start – Course progress and completion tracking**

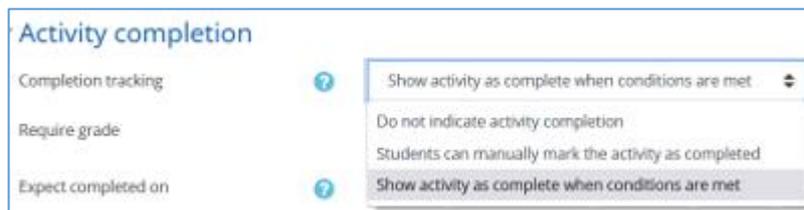
Most of the elements and contents used to gamify a moodleCourse keep track of Students progress and completion of different tasks, Activities and Resources, helping you to evaluate and monitor the level of your Students contents engagement.

To do that, start by:

1. to track **Course completion** - go to “**Course/ gear icon/ Edit settings**”:



2. to track **Activities/Resources completion** - go to the “**Activity or Resource/ Edit drop-down/ Edit settings/ Completion tracking**”, and choose:



You may set completion criteria for specific Activities or Resources.

A tick  will appear against the item when the Student meets that criteria or when Students are allowed to mark manually the item complete.

3. you may set **other Course Completion settings** in “**Course/ gear icon/ Course completion**”:



More info:

- *Course completion* - [https://docs.moodle.org/39/en/Course\\_completion](https://docs.moodle.org/39/en/Course_completion)
- *Activity completion* - [https://docs.moodle.org/39/en/Activity\\_completion](https://docs.moodle.org/39/en/Activity_completion)

4. to track **Students work**,
  - go to “**Course/ gear icon/ More... Activity completion**” where Teachers are able to track the the Students progress in their course:

First name / Surname	ID number	Email address	Department	Institution	PAGE	@@F	WEL	Assig	Fold	Doc
s 10	123	s10@fe.unl.pt			<input checked="" type="checkbox"/>					
t 10	100	t10@fe.unl.pt			<input type="checkbox"/>					
s 20		s20@fe.unl.pt			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

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Also, you may **add 2 additional blocks** – to the right panel:

With “**Turn editing on**”, click “**Add a block**” on the left panel and choose:

- **Completion Progress:**
  - Teacher view** - a link to “**Overview of Students**” shows all Students or individual progress in completing the Course;  
You may write a note or send a message to selected Students;
  - Student view** - a click in the coloured bar will show “**My submissions**”;
- **Course Completion Status** – this block shows the status for each Student;
  - Teacher view** - the “**View course report**” link will lead to a more detailed report of completed Activities;
  - Student view** – the “**More details**” link shows the completion progress.

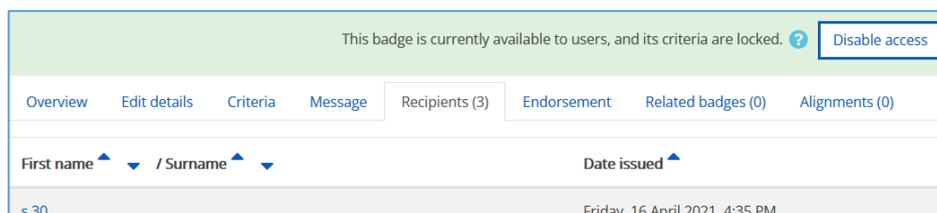
## Examples of how you can gamify your moodleCourse:

- **Badges**

Badges are used for motivation and are a good way of rewarding achievement and showing progress of enrolled Students in Course Activities; they are awarded based on different criteria and the Badges may be shown on the User’s Dashboard and Profile. They should have different names for easy identification.

### To create/add “Badges”:

- click “**Badges**”, left panel;
- click “**Manage badges**” for “**Add a new badge**” button;  
the edit button (gear icon) for each badge issued will show you in the next screen its details and other info; after clicking on the “**Recipients**” number



you’ll get a screen with the Students info, where you may check which award-winning Activities were completed by whom...

### More info:

- [Badges](https://docs.moodle.org/39/en/Badges) - <https://docs.moodle.org/39/en/Badges>
- [How to Create a Badge in Moodle: Quiz Completion](#) (>03:52 – 16:46)
- [Badges icons site](#) – a library of gamification Badges

- **Hot Question**

To gather topics that Students would like to know more about; Students are asked to submit questions or answers to a prompt, for example a recorded lecture, a topic, a reading, a revision class etc. anonymously or not.

Peers 'rate' other's questions by clicking a "Thumbs Up" icon. The more votes (Heat), the more popular is the question and the higher up in the list will appear.

Teachers can refer the top 5 or 10 questions, knowing they are addressing the majority of the class's concerns; other questions lower down the list might be addressed in a discussion Forum or later summarized by the Teacher.

**To add "Hot Question" Activity:**

- "Turn editing on";
- click "Add an Activity or resource" link;
- select "Hot question";
- proceed with the configuration **Settings...**

Available **Tools** for the different rounds:



→ Export to CSV; Previous and Next; Open; Delete; Reload

*More info:*

- Hot Question - [https://docs.moodle.org/39/en/Hot\\_Question](https://docs.moodle.org/39/en/Hot_Question)
- Add a Hot Question - <https://warwick.ac.uk/services/academictechnology/support/guides/moodle-guides/mdl-106/>

- **H5P (Html 5 Package)** – recently part of the moodle bundle

... with H5P, moodle magic has tripled!

To create, share and reuse rich HTML5 interactive content, such as videos, quizzes, games and presentations in moodleCourses – for learning Activities enrichment and gamification, with a variety of different H5P tools, Activity and content types.

There is a **Content Bank** on the left panel of the moodle Platform with the created H5P contents that can be selected and used in edit mode by Resources and Activities by clicking the H5P key in the toolbars.

**NOTES:**

*H5P quizzes can be used for summative, informative and diagnostics but should not be used for assessment purposes.*

*Using H5P in a Quiz Activity can be problematic. If it is embedded, the results are not able to be included in the Quiz score.*

*H5P is also not as secure as Quiz questions since they are contained in the H5P on the client rather than the server side.*

*It is currently possible for people with programming skills to cheat in H5P interactions and obtain the full score without knowing the correct answers. H5Ps must not be used for exams or similar.*

*There are numerous requests for an "Exam Mode" within H5P (<https://h5p.org/node/1138234>)*

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To add “H5P” Activity:

- “Turn editing on”;
  - click “Add an Activity or resource” link;
  - select “H5P” Activity;
  - proceed with the configuration **Settings**,
- or**
- in **edit mode**, in an Activity or Resource,
  - click the **H5P** key in the toolbars and proceed...

More info:

- [H5P in Moodle](#) (02:35)
- [Create H5P Content in Moodle using the H5P Moodle plugin](#) (03:06)
- [Moodle & H5P, Magic Together](#) (31:13) - with tips and best practices

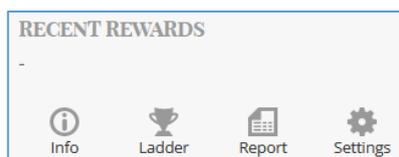
- **Level Up! block** (*new*)

A very customizable block where Students can gain **XP** (experience points), individually or in Groups, according to Teachers rules as they navigate through a Course, notifying them and showing their current level in a ladder and their rank and progress towards the next level – used to:

- Engage and retain learners;
- Praise progress;
- Encourage competition;
- Enjoy gamification - not meant for assessment.

To add “Level Up!” block:

- “Turn editing on”;
- scroll down the left panel and click “Add a block” drop-down box;
- select “Level up!”: it will be added to the right panel along with this box:



which leads to the **info and Settings**:



**NOTE: the “Plus” option is not available**

In “Settings”, your special attention to the “**Cheat guard**” section:

Cheat guard	
Enable cheat guard	<input type="checkbox"/> Yes
Max. actions in time frame	10 per 1 minutes
Time required between identical actions	2 minutes

The **cheat guard** offers a simple inexpensive mechanism for preventing students to abuse the system using obvious techniques, such as refreshing the same page endlessly, or repeating the same action over and over again.

The **maximum number of actions** that will count for points during the time frame given. Any subsequent action will be ignored. When this value is empty, or equals to zero, it does not apply.

The **minimum time required** before an action that already happened previously is accepted again. An action is considered identical if it was placed in the same context and object, reading a forum post will be considered identical if the same post is read again. When this value is empty, or equals to zero, it does not apply.

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In “**Rules**”, you may add and modify the default ones, with the events that attribute points to actions performed by Students which are registered in the “**Log**”.

*More info:*

- *Level Up! quick Guide* - [https://docs.moodle.org/39/en/Level\\_up!\\_quick\\_guide](https://docs.moodle.org/39/en/Level_up!_quick_guide)
- *The Cheat Guard* - [https://levelup.plus/docs/article/level-up-cheat-guard?ref=blockxp\\_help](https://levelup.plus/docs/article/level-up-cheat-guard?ref=blockxp_help)
- *My Rule is not working* - [https://levelup.plus/docs/article/event-rule-not-working?ref=blockxp\\_help](https://levelup.plus/docs/article/event-rule-not-working?ref=blockxp_help)
- *How are eXperiencePoints calculated?*  
- [https://levelup.plus/docs/article/how-are-experience-points-calculated?ref=blockxp\\_help](https://levelup.plus/docs/article/how-are-experience-points-calculated?ref=blockxp_help)
- [Level Up! Settings](#) (07:03)
- [Level Up!](#) (03:01)
- [Level Up Moodle Course Gamification](#) (19:22)

- **Peer Assessment Activity** (*new*) - or Peer Work/Review -

It is a structured learning process for Students to critique and give feedback to each other on their work, giving them skills to self-assess, to evaluate their own performance and improve work.

**To add “Peer Assessment” Activity:**

- “**Turn editing on**”;
- click “**Add an Activity or resource**” link;
- select “**Peer Assessment**” Activity;
- proceed with the configuration **Settings**...

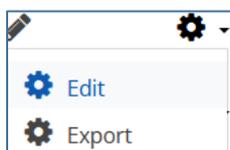
For the “**Assessment criteria settings**” you will be using “**Scales**” created by default (**Standard/System scales**) or created by you to be used in this Course only (the **Custom Scales**):

- go to “**Grades**” (left panel);
- in the **drop down** menu, click and scroll down to “**Scales/ View**”, to see both or to “**Add a new scale**”.

In the Screen with the Groups/Students and their grades, you’ll find these options



Also, by clicking each record **gear icon** on the right, you’ll get



where the “**Edit**” option will lead you to the “**Peer submission and grades**” and to “**Tutor grading**”; by clicking the “**Export**” option you’ll obtain the results in a CSV file.

*More info:*

- *Peerwork Activity* - [https://docs.moodle.org/310/en/Peerwork\\_Activity](https://docs.moodle.org/310/en/Peerwork_Activity)
- *Peer Assessment Activity*  
- <https://sleguidance.atlassian.net/wiki/spaces/Moodle/pages/14385199/Peer+Assessment+Activity?pagelD=14385199>
- [Peerwork for Moodle Demo 01](#) (11:20)

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- **Perusall** - from Harvard University,

A social reading and annotation system, a collaborative ebook reader that boosts Students engagement and interaction with others by digitally annotating readings with text, links and embedded content.

More info can be found in the link “**for Instructors**” in the FronPage, then in “**Perusall notes**” in the “**Tools**” section - <https://moodle.novasbe.pt/course/view.php?id=2481#section-4>

More info:

- Perusall setup - <https://support.perusall.com/hc/en-us/articles/360049783633-Moodle-setup>

- **Student Quiz** - **Learning Technologist of the year 2021 - AWARD**

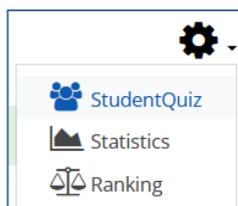
The **Student Quiz** enables Students to collaboratively create questions themselves (**Constructionism**) and share those questions with their Peers which “rate” other’s questions, **motivating** Students to deliver high quality questions (**Gamification**); the cohorts may control the quality of the question collection (**Crow-Sourcing**); these questions may be also evaluated by Teachers and after being approved they can be moved to the Question Bank; later they can be used by Teachers in Quizzes (**Motivation**).

To add “**StudentQuiz**” Activity:

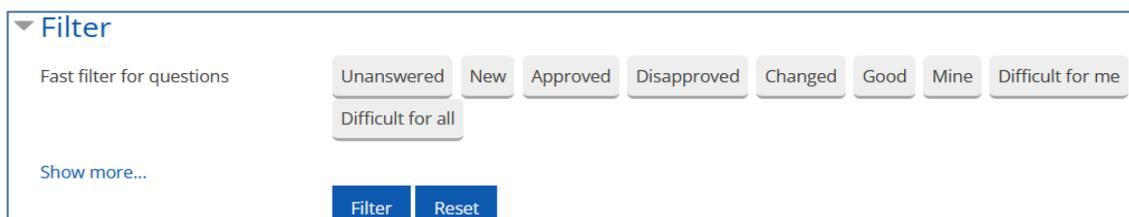
- “**Turn editing on**”;
- click “**Add an Activity or resource**” link;
- select “**StudentQuiz**” Activity;
- proceed with the configuration **Settings...**

Next, create “**Create a new question**”;

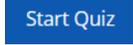
the gear icon, top right, will lead to the “**StudentQuiz**”, “**Statistics**” and “**Ranking**” options;



2 new blocks will show up in the right panel with the general info for Teachers and individual one for Students: “**My Progress**” and “**Ranking (anonimized)**” when questions are available, a **Filter** will show up and you may choose which to displayed at the bottom half of the view.



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Teachers and Students may test and rate those questions by clicking the  button.

*More info:*

- [StudentQuiz](https://docs.moodle.org/39/en/StudentQuiz_module) - [https://docs.moodle.org/39/en/StudentQuiz\\_module](https://docs.moodle.org/39/en/StudentQuiz_module)
- [StudentQuiz in a minute](#) (01:29)
- [StudentQuiz Tutorial for Teachers](#) (15:57)
- [Le plugin Student Quiz](#) (04:37)

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