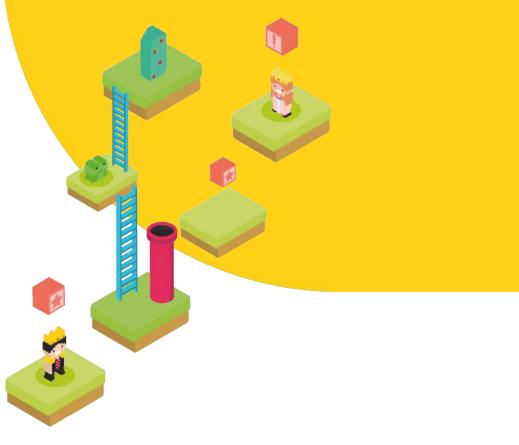
Gamification in Learning

Using game design principles to inform the delivery of online learning

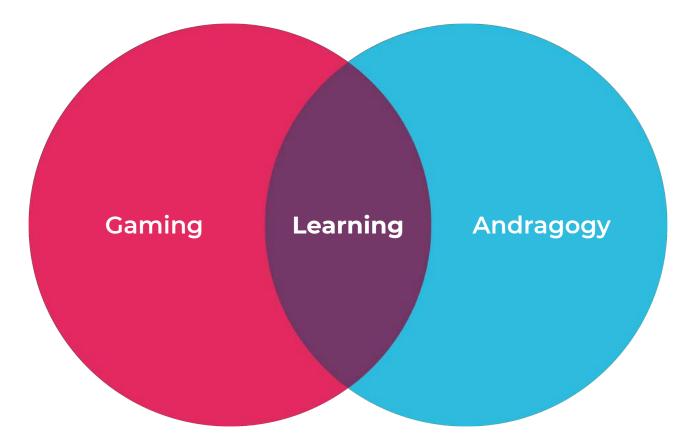




Be more Mario







Gaming = Straight to the Action



Great Learning = Straight Into the Action

- Immediacy
- Active Learning
- Constructivist
- Experiential
- Immersive

The Government's new National Living Wage is coming



Gaming = Try & Try Again



Great Learning = Try & Try Again



Gaming = Select Your Challenge





Great Learning = Select Your Challenge

2	© pfn-team1 () C	21	8	8,	1
	1 C				
2	AdamBertelsen 260 PM @ysangadams Looks great - really like how you've connected blockchain to the workforce. I would maybe have also looked at how th impact your travest market	nīs wo	uid		
	📓 ryangadams May 8, 2018 2:45 PM				
	File Uploaded: future-of-work-report-v23.pdf 🛓 💌				
	The future of work from 2014 by PWC.				
	@ryangadams Thanks!				
	💐 ryangadams May 3, 2018 2:54 PM				
	AdamBertelsen This is lovely.				
	This is worth a watch too: https://www.youtube.com/watch?v=pPkNtN8G7q8				
	You/Jupe				
01			- 83	þ.	+

Gaming = Achievement



Learning = Achievement



Badging

- Badgr
- Open Badges
- Badger Xblock



My Collections	Issue Badges	lidija@proversity.org •
		ADD BADGE
Artions		

Gamification & Learning





Learning First

London · Boston · Cape Town

www.proversity.org