



The Gamification of Education: Press Start to Begin

Facilitator(s):	Scott Hebert
Date(s):	<i>This is a multi-day event.</i> <ul style="list-style-type: none">• Day 1: Oct 25, 2018 (9:00 am to 3:30 pm)• Day 2: Oct 26, 2018 (9:00 am to 3:30 pm)
Cost:	\$100.00 (includes lunch, which is not prepared in a nut/gluten-free environment)
Location:	Fort Saskatchewan (St. John Paul II High School) 9975-93 Avenue
Session Code:	19-TI-084



Target Audience

Grades 4-12 Teachers

Also Recommended For

Administrators, Instructional Leaders, Learning Coaches

About this Learning Opportunity

Children, and adults for that matter, have never been more engaged by games than they are now. Why is that though? What draws people so deeply into games? What brings them back and what drives them to keep trying to improve in the face of great adversity? Can you harness the psychology behind game creation and turn your class into something all students will beg to be in? In an education system designed where students start with 100% and lose as they go Gamification flips this concept onto its head focusing on the individual's progression while increasing both intrinsic and extrinsic motivation exponentially. Can anyone do this?

Scott will tell you that you can and it is easier than you think! He has successfully turned his Grade 8 science course into a live action role playing game. Students compete against the teacher, each other, other teams and other classes in an effort to level up and progress! Sounds intimidating but it is not! You will walk out of this session inspired and driven to make changes to your teaching. Will you press start?

Day 1 - Scott will break down and explain the gamification process in the first half of the day. The second half of the day will be spent starting your own gamification design for your class.

Day 2 - Observe Scott's class in action, followed by a debrief. In the afternoon, you will have the opportunity to

About the Facilitator(s)

Scott Hebert is a passionate and dedicated teacher who has taught K-12 Physical Education as well as Grade 7 & 8 Sciences for the past 9 years. His professional motto is "Would you want to be in your classroom?" and it is reflected in his daily teaching.

He is deeply passionate about technology in the classroom and believes that when used properly, it can peak interest in all students. He aims to be innovative and is constantly challenging himself to put new practices into play.

He was a recipient of the 2013 Alberta Excellence in Teaching Award and the 2015 Gamification of Education Project of the Year.



share your work and make edits based on personal reflections and peer feedback.

Day 3 - A webinar follow up will give you the opportunity to share celebrations and challenges of implementing gamification in your own classroom setting, as well as get feedback from the group.

Continue the learning beyond the session by joining Scott's Facebook group, "The Gamification Guy"!

This session addresses the TQS competencies

- #2: *Engaging in Career-Long Learning*
- #3: *Demonstrating a Professional Body of Knowledge*

This learning opportunity is being provided through funding from Alberta Education.