

Gamification / Badging

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TECHNOLOGY

Badging is a form of feedback on concepts and skills gained. In the classroom, badges provide a tangible and familiar way to reward and incentivize learning.

PURPOSE

- » Increase student engagement.
- » Provide extrinsic rewards for intrinsic achievements.
- » Involve the pleasure center of the brain.
- » Foster community.
- » Provide instant feedback on progress.

PROCESS

1. Determine which skills are going to be represented with specific badges.
2. Some suggestions: attendance, commenting on posts, sharing resources, leading a group, creative solutions, presentation skills.
3. Design a digital badge for each skill using either a badge design site or (if you want to get creative) software such as Photoshop or Illustrator.

4. Decide on a deployment system (class web page, learning management system, badging site, stickers).
5. Define for students the steps necessary to receive each badge.
6. Award badges as students acquire skills.

CONSIDERATIONS

- » It can be hard to find a balance between ease of achievement and value.
- » Since leaderboards expose student information, they can raise FERPA concerns.



ADVANCED