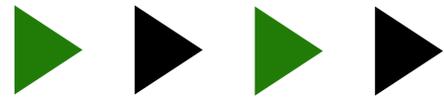


**CEI VTL Masterclass Series**

# ***“Chicken or Egg, Course or Game”***

***Where to start designing your game-based learning environment?***

**By  
Dr. Meike Sauerwein**



Tips of the Day

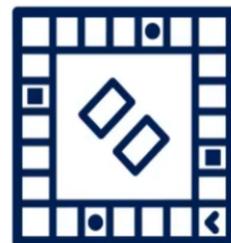
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# Educational Game - Definition



Game

A structured form of play for entertainment.

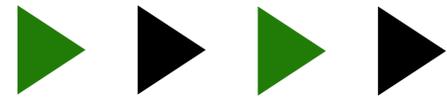


Educational Game

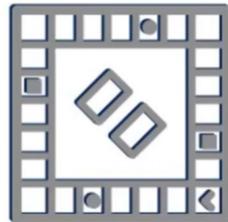
Games that are played not just for entertainment but for learning purpose as well.

**Dr Meike Sauerwein**  
*“Chicken or Egg, Course or Game”*





# Gamification vs Serious Game



## Educational Game

Games that are played not just for entertainment but for learning purpose as well.



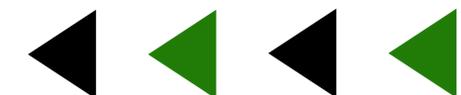
## Gamification

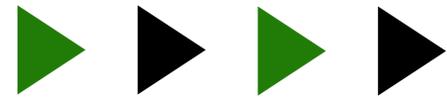
A process of integrating gaming elements into non-game activities to make them more appealing to the public/students.



## Serious Game

A game that has a more “serious” theme and message behind the game play that is just for fun.





Tips of the Day

3

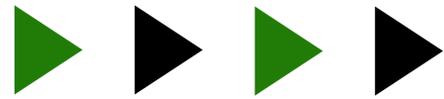
# Gamifying Educational Contents

Adding common gaming elements to an existing course and transforming it into a game-like learning experience

*Designing a class, then make it fun?*

**Dr Meike Sauerwein**  
*“Chicken or Egg, Course or Game”*





Tips of the Day

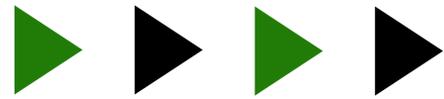
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# Life Cycle Thinking Game



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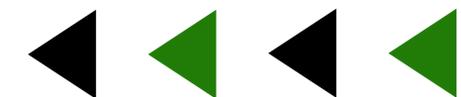


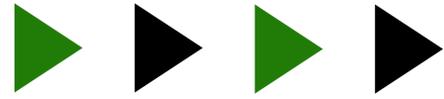


# Difficulties and Tips

## Gamifying the Course Content

- Does not “feel” like a game, **not fun to play.**
- **Lack intrinsic player motivation.** “Gain more points” or “Unlock more badges” do not last long.
  - Tips: Tailor-make stories to align the game mechanics.
  - Tips: Adpot elements from past successful game models.

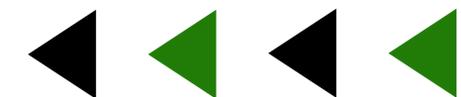


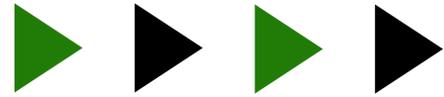


## Difficulties and Tips 2

### Gamifying the Course Content

- Complex ideas cannot be gamified properly.
  - Tips: Generalize and simplify into key learnings prior to gamification.
  - Tips: Focus on building connections (Decisions & Consequences)
  - Tips: Add Flavour Text if necessary

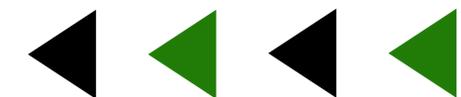


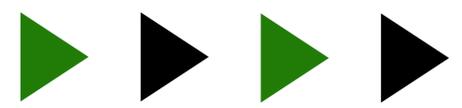


# Difficulties and Tips 3

## Gamifying the Course Content

- A Frankenstein gaming experience of **many different elements**.
  - Tips: Fight the temptation of adding more elements or patches.
  - Tips: Reduce the numbers of key learning into a few categories by grouping similar ILOs and pairing causal relationships into a loop.





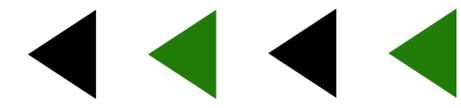
Tips of the Day

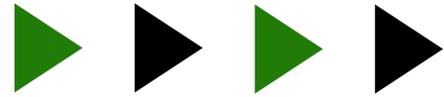
# Embedding a Serious Game into Class

L.O.O.P - Life of Ordinary People



**Dr Meike Sauerwein**  
*“Chicken or Egg, Course or Game”*



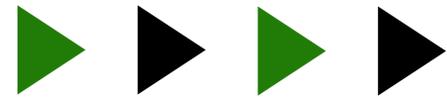


# Difficulties and Tips

## When Starting from a Serious Game

- Does not “feel” like there is much to learn.
- Implicit/hidden learning messages.
  - Tips: Leave time and room for post-game discussion
  - Tips: make ‘unveiling the messages’ part of the gaming/learning experience.

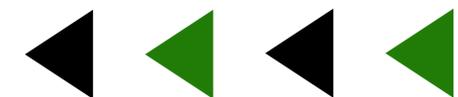


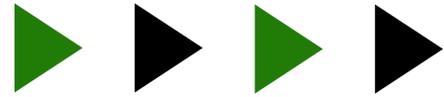


## Difficulties and Tips 2

### When Starting from a Serious Game

- Higher on-boarding barrier.
  - Tips: Keep the game's Atom short (1-3 mins.) & the total play time <30 mins.
  - Tips: Staggered Tutorials, teach only the essentials to start the first game, then add in more elements as the game goes to ease the curve.





# Difficulties and Tips 3

## When Starting from a Serious Game

- Limited key messages.
  - Tips: Determine and agree upon just a few must-have learning outcomes and some good-to-have mentions before designing the game structure.

