

BEYOND GAMIFICATION

Reclaiming Master Teaching from Video Games

As presented at 2022 NMEA

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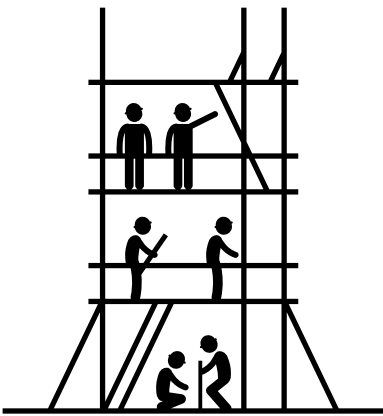
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PRINCIPLES OF DESIGN

Scaffold Immaculately

“Learning situations are ordered in the early stages so that earlier cases lead to generalizations that are fruitful for later cases.”

- Ditch tutorials and front-loading as much as possible
- Consider your loops (Will Wright’s Sims)
- 10 seconds, 10 minutes, 10 hours, etc. - How does their experience deepen and/or broaden over time?



Reward All Players...Unequally

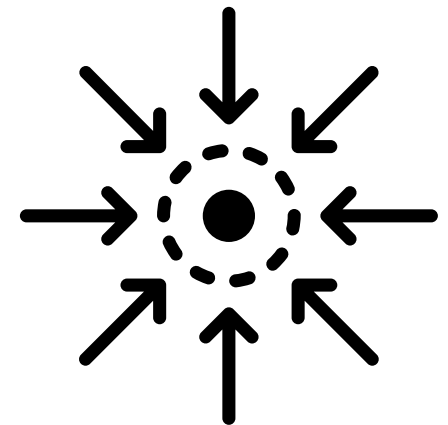
“For learners of all levels of skill there are intrinsic rewards from the beginning, customized to each learner’s level, effort, and growing mastery and signaling the learner’s ongoing achievements.”

- “No game designer ever went wrong overestimating the narcissism of their players.”
Will Wright
- Gabe Zichermann’s SAPS Model
 - Status: How can you show off your hardest workers?
 - Access: “As long as your students are engaged with the required content and course objectives, it is okay if not every student experiences all aspects of your game.”
 - Power: “Choice” largely,
 - Stuff: As expensive or cheap as you like
- Can you make it so the player is the one adjusting difficulty?

Center on the Player

“Your goal as a good game designer is to provide a rich game world that includes something for everyone.”

- Center everything on the player (Destiny’s “Lord Shaxx” as Supportive Space Coach)
- Center ALL LANGUAGE AND GOALS on the player!
- Richard Bartle Player-Type Theory: Achievers, Socializers, Explorers, Killers



EASY MECHANICS

Good mechanics are simple, predictable, and easy. Game design is at least as useful as a lens as it is a “gimmick.” Go as hardcore (or not) as you like with the overt game, but always take care of as many kinds of players as possible. The bottom of the pyramid supports the top.

Killers

- In-class challenges (Sight Reading Factory, scales)
- Chair tests

Achievers

- Leaderboards (individual and/or group)
- Chairs (player rankings)
- Bonus assignments (higher, faster, more involved, etc.)

Socializers

- Chamber Ensembles
- “Donuts with Directors”
- Any opportunities to be with friends! (... your band room is likely open before or after school!)

Explorers

- Short compositions
- Conducting, History - anything on the periphery
- Theory worksheets, websites

ONLINE RESOURCES

[The Community!](#)

Real-life examples from other teachers
Discussion/Questions/Inspiration
Crowd-Sourced Ideas

[The Handbook \(Coming 2023\)](#)

Real Examples and Ideas for Your Classroom
Concept Discussion and Breakdown
Templates/Modules/Assignments to Plug In