



Pedagogy In Gamification (PING)

6th March 2025

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CEDS - Directorate of Education - University of Liverpool

Session outline

- Why do I need gamification ?
- Where is learning in gamification?
- Elements and types of games
- Plan my game

Why Do I Need Gamification?

- Understanding gamification vs. game-based learning
- How gamification enhances engagement and motivation in learning

5- 10 minutes

Where is Learning in Gamification?

- **Behaviourism (rewards, points, competition)**
- **Constructivism (discovery, problem-solving, role-play)**
- **Social Learning (collaboration, peer feedback)**

5- 10 minutes

Pedagogical Gamification Design Checklist

(Start here before planning your game)

1. Identifying the Teaching/Learning Challenge

- ✓ What specific teaching or learning problem do I want to solve?
- ✓ Who are my learners (age, background, learning styles)?
- ✓ What challenges do my learners face in engagement or understanding?
- ✓ What is the main reason I believe gamification can help?

2. Defining the Learning Aim & Outcomes

- ✓ What is the overall goal of the learning activity?
- ✓ What key skills, knowledge, or behaviours should learners develop?
- ✓ How will I measure whether learners have achieved these outcomes?
- ✓ Do my outcomes align with broader curriculum or learning objectives?

3. Selecting the Pedagogical Approach

- ✓ What learning theories support my gamification idea?
 - Behaviourism (rewards, points, competition)
 - Constructivism (discovery, problem-solving, role-play)
 - Social Learning (collaboration, peer feedback)
 - ✓ How will my game enhance motivation (intrinsic/extrinsic)?
 - ✓ What scaffolding or guidance will learners need?
 - ✓ How does my game encourage active learning?

4. Learning Check Points

- ✓ Where does **learning take place** in my game? (At the start, during play, after the game?)
- ✓ How will I ensure learners **reflect** on what they learned?
- ✓ Are there clear **learning moments** embedded in the game mechanics?
- ✓ What checkpoints or interactions reinforce the key **learning concepts**?
- ✓ Do learners receive **meaningful feedback** on their decisions and actions?
- ✓ How will I ensure that gameplay **does not overshadow learning**?
- ✓ Will the game inform/guide **formative or summative assessment**?
- ✓ What **evidence will I gather** to check if learning has occurred?

20 minutes

Any brief is needed? 10 minutes/

Games types

- Role-play games** –learners take on the role of a character in the game.
- **Timed games** –learners work against the clock to complete a challenge.
 - **Decision games** – learners choose the ‘best’ course of action or decide how to respond to a given situation.
 - **Collaborative games** –learners work in teams to solve a problem or complete a challenge with help from others.
 - **Detective games** -learners explore the game trying to solve a mystery, puzzle or challenge.
 - **Competitive games** learners must compete as individuals, or in teams, to score points and win the game.

Games Elements?

Plan your game

Recommendations

Resources

Thank you

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P I N G

Duration: 2 Hours

Objective: Participants will explore gamification and game-based learning to design a game that addresses a teaching or learning-related challenge.

Pedagogical-Informed Gamification Workshop

Workshop objectives:

1. **Exploring** elements of gamification that are pedagogically sound;
2. **Integrating** learning aims, objectives, and assessment into game-based solutions;
3. **Taking** the first step towards creating your game prototype

Hybrid workshop Details:
Venue: 126 Mount Pleasant - 303 - CIE
Link : [Teams](#)
Date : 6th March 2025
Time : 2:00-4:00 pm

Please, scan the barcode to join the workshop



Workshop Facilitators
Dr Nashwa Ismail (Nashwa.ismail@liverpool.ac.uk)
Dr David Sherlock (d.sherlock@liverpool.ac.uk)



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CEDS SEMINAR SERIES

Pedagogy-Informed Gamification (PIG) Hybrid Worksop

This workshop explores elements of gamification that are pedagogically sound, focusing on integrating learning aims, objectives and checking learning.



Date: Thursday, 6th March

Time: 2-3pm

Venue: 126 Mount Pleasant-303 –CIE **OR** MS Teams

Speaker: Dr Nashwa Ismail, Lecturer in Digital Education and Innovation

Dr David Sherlock, Lecturer in Digital Education and Innovation



Scan the QR code for more info and to register. Contact: **CEDS_SD@liverpool.ac.uk**