

# **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?