Deliberate Play: Practical Application of Game Design for Learning

atd21

Clappers wanted!

Song: “Happy birthday to you”

(for the name, use your own firstname)

atd21

Deliberate Pla

by Zsolt Olah

Learner's Choice

The most engaging and effective learning experience ever to gain the skill!

The skill.

9 Game Taxonomy Categories

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

Rules, goals, and information that enable players to progress and reach goals.

Representation of the physical surroundings in which the player is immersed, also known as the game world.

The nature of the game world and story.

The player's perceptual and affective relationship with the game fiction.

Both the presentation of problems in a game as well as the nature and difficulty of such problems.

Specific communication rules of the game between the player and the system.

The nature and content of any feedback, such as debriefings, given to the player during the game.

The degree of interaction and agency the player is capable of in the game.

Any human-to-human contact involved in the game.

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories & Attributes

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

Rules, goals, and information that enable players to progress and reach goals.

Rules & Goals Core Loop

- What is the goal of the game? Does the game explicitly state the goal?
- How does a player win? How does the player know the end state of the game?
- What are some of the main rules of the game? How does the game present rules?
- What's the core loop (the fundamental activity repeated throughout the game)?
- How does the core loop change (difficulty or complexity) over time?

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

Representation of the physical surroundings in which the player is immersed, also known as the game world.

Location

- Where is the player in the game world?
- How does the player view/experience that world?

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

The nature of the game world and story.

- Fantasy
- Mystery

- Where is the game world on the scale from realistic to fantastic?
- Does the player know the nature of the world, or must the player figure that out?

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

- How is the player represented in the game? What is the representation of the play in the game world?
- What are the sensory aspects of the game world (see, hear, touch, taste, smell)?
- What pieces and other players are included in the gameplay? Are they active (they can interact with the player) or passive?
- What failure can the player experience and learn from in the game world that would not be possible in the real world?

The player's perceptual and affective relationship with the game fiction.

- Pieces & Players
- Sensory Stimuli
- Representation
- Safety

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

- What type of challenge is the player facing?
- How difficult is it to tackle?
- What makes it difficult to tackle (conflict)?
- What surprise elements does the player notice? How much information gap does the player gain in the problem definitions (from clear to a total mystery)?
- How does the game change its difficulty and complexity based on the player's actions (adaptation)?

Both the presentation of problems in a game as well as the nature and difficulty of such problems.

Adaptation **Surprise**

Challenge **Conflict**

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

- How and when does the system communicate with the player?
- How does the player interact and communicate with the system?

Specific communication rules of the game between the player and the system.

(Interactive) Language and communication

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

- How do players know how they are doing in terms of achievement? (score)
- How do players progress against game goals? (progress)

The nature and content of any feedback, such as debriefings, given to the player during the game.

Assessment (score)

Progress (towards)

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

The degree of interaction and agency the player is capable of in the game.

- Control (over gameplay)
- Interaction (equipment)

- How much control does the player have over the content or gameplay?
- How does the game change in response to the player's action?

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

9 Game Taxonomy Categories

Any human-to-human contact involved in the game.

Interpersonal interaction

Social interaction (with players)

- Does the player interact directly with other human players within the game?

- Does the player interact socially (such as via social media or an external platform) with other human players in the game?

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

4 Phases of the Journey

DISCOVERY

Goal: Intrigue

- How do I hear about this?
- Do I want to go there?
- Who else is doing it?

ONBOARDING

Goal: Ropes & Hooks

- I'm here. What's this about?
- Should I start it? How?
- Who else is doing this?

SCAFFOLDING

Goal: Flow

- How do I play?
- Am I doing the right things? Am I progressing towards the goal?
- How can I improve?

MASTERY/ENDGAME

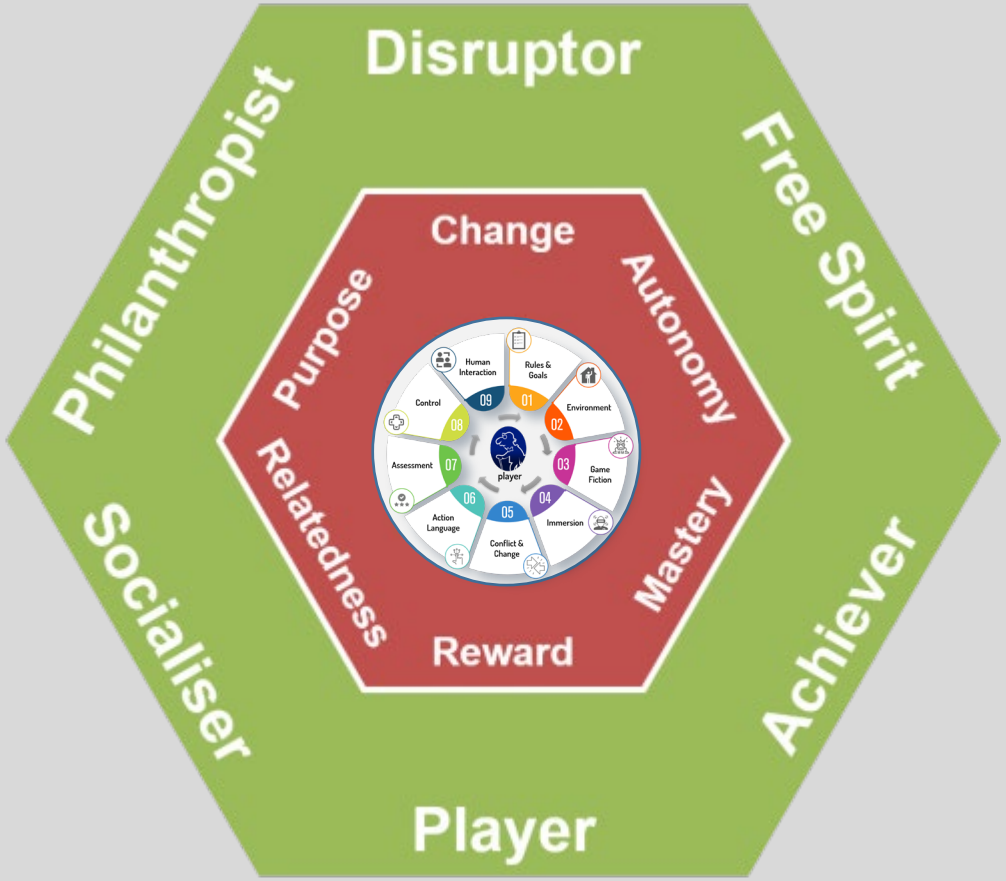
Goal: CCTA*

*celebrate & call to action

- Wow! I did it. Now what?
- What else is out there?
- How do I compare to others?

Adapted by Zsolt Olah based on Bedwell WL, Pavlas D, Heyne K, Lazzara EH, Salas E. *Toward a Taxonomy Linking Game Attributes to Learning: An Empirical Study*

What motivates the Player through the journey?

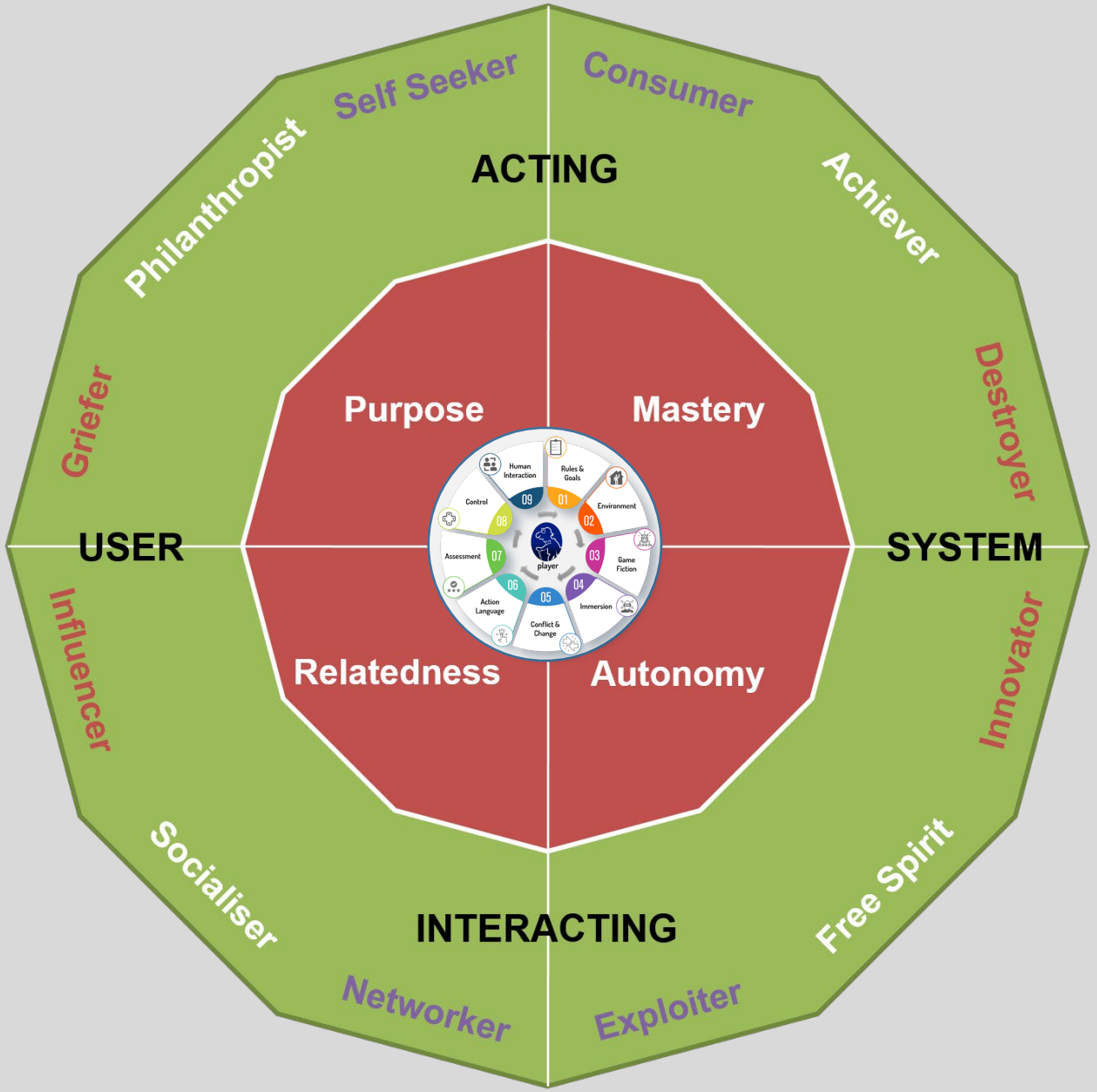


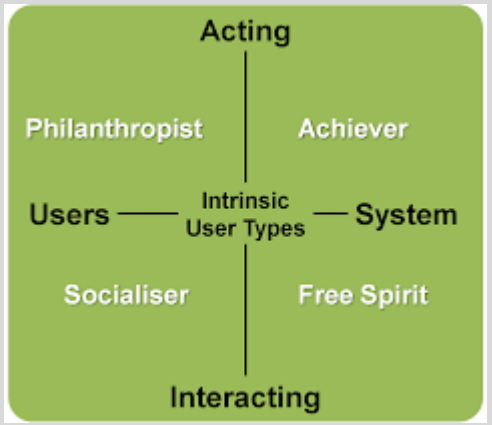
© Andrzej Marczewski 2016

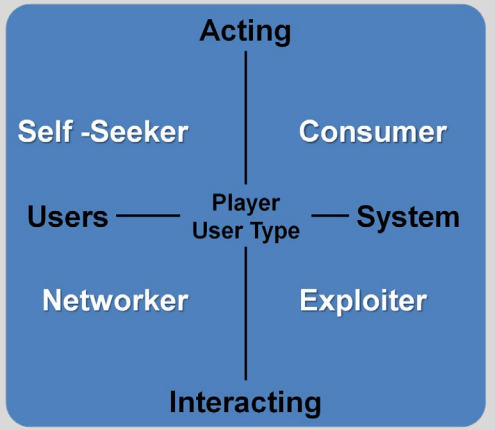
BY-NC-ND

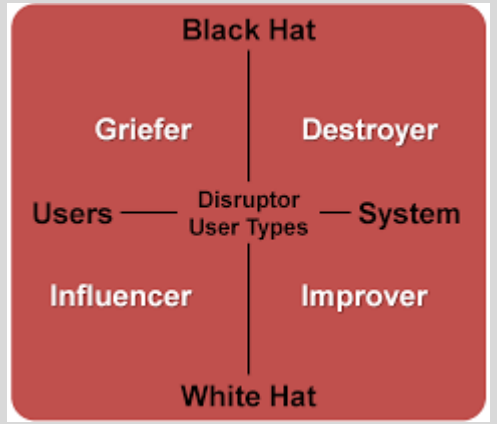
Gamification User Types Hexad by Andrzej Marczewski is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License

What motivates the Player through the journey?



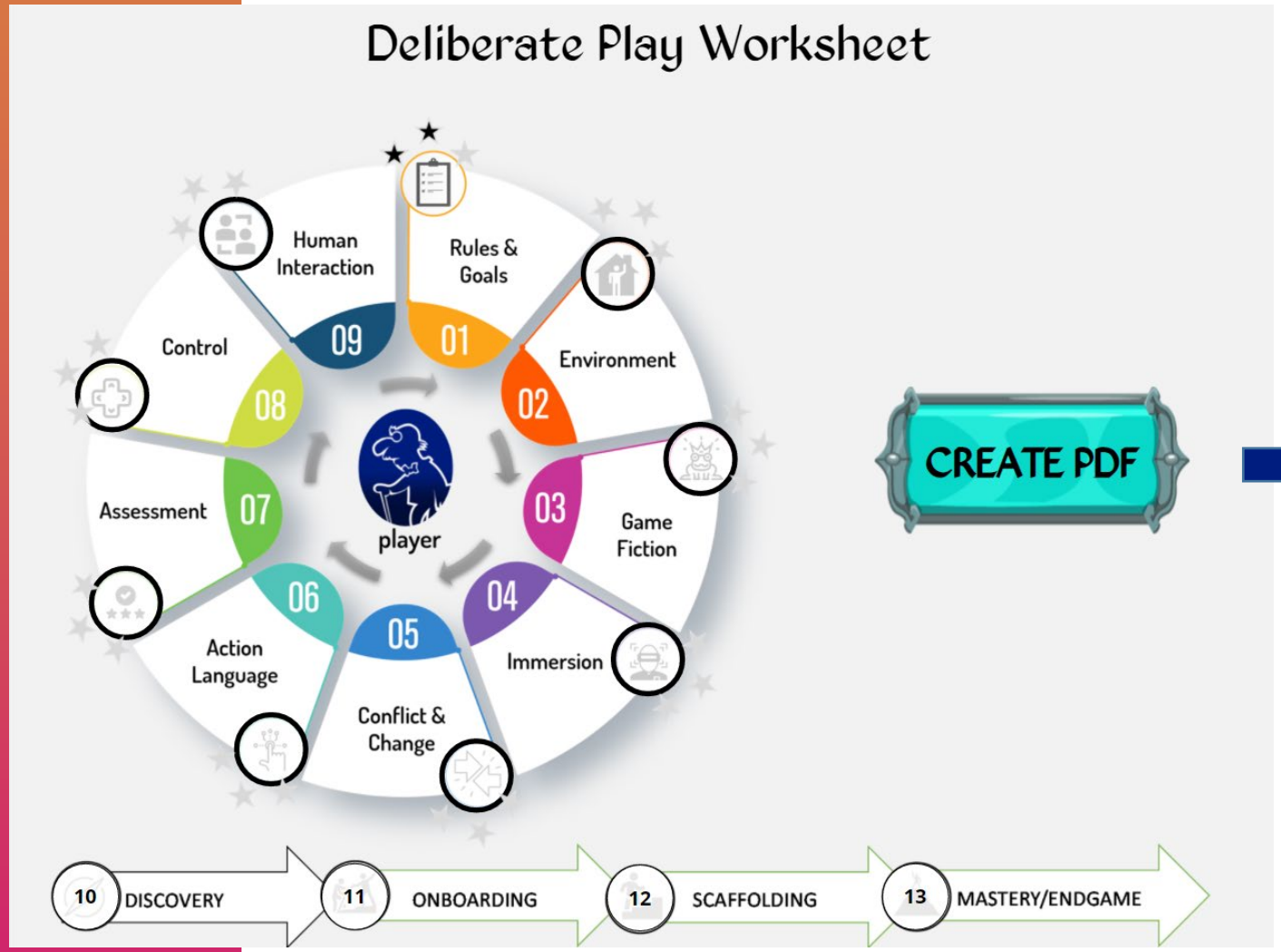






Gamification User Types Hexad by Andrzej Marczewski is licensed under a Creative Commons Attribution-NonCommercial-NoDerivatives 4.0 International License

Interactive Resource



CREATE PDF

Interactive Storyline module to produce a PDF on the fly.

Let's play!

https://www.rabbitoreg.com/atd21/timeline/

Game Thinking: From Content To Actions

- Start your VIP game club
- REFRAME
- Move content to actions
- Examples of gamified learning

atd21

Glide App with a List of Games to Play

Deliberate Play

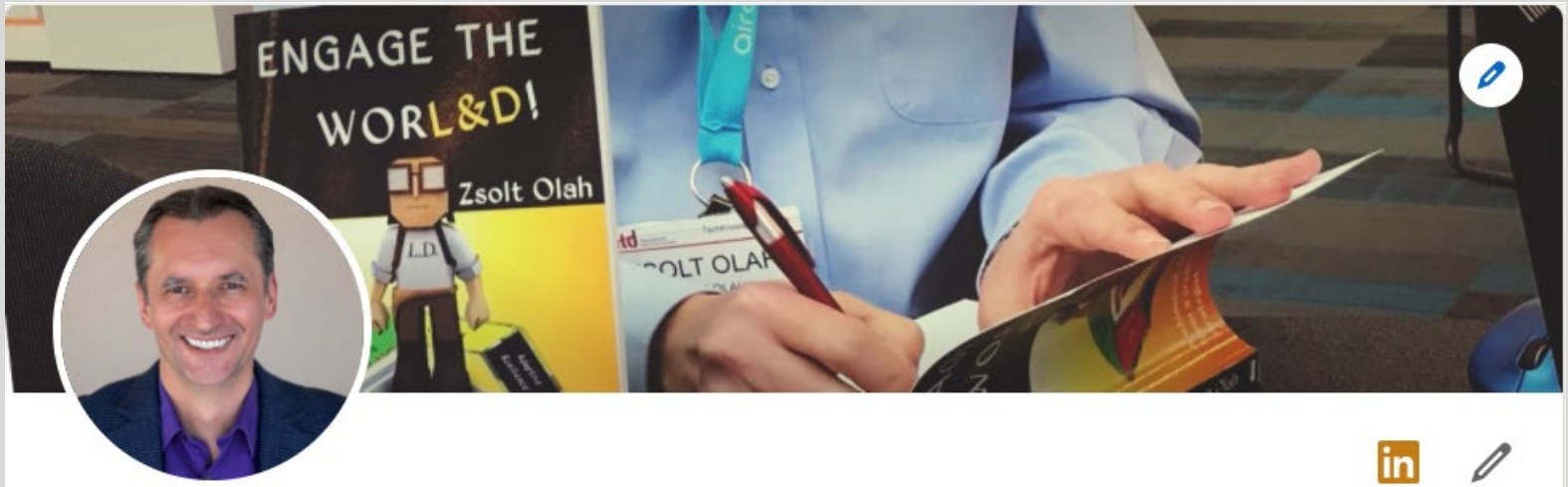
by Zsolt Olah

Interactive app with a game taxonomy and a list of recommended games to play for learning professionals.

SHOW FULLSCREEN

SHARE APP

Connect With Zsolt



Zsolt Olah (He/Him)

Amazon Web Services (AWS) - Digital Learning & Experience Manager

Talks about #learning, #elearning, #gamification, #digitallearning, and #instructionaldesign

Philadelphia, Pennsylvania, United States · Contact info

11,881 followers · 500+ connections

Open to | Add section | More

Amazon Web Services (AWS)

University of Debrecen (UD)

Resources to Explore

Interactive app (Glide app):
Deliberate Play worksheet (PDF/Word)
Deliberate Play worksheet interactive (Storyline)
Infographic

Books and publications:
Game Thinking for L&D: From Content to Action by Zsolt Olah
Play to Learn by Sharon Boller & Karl Kapp
The Gamification of Learning and Instruction: Game-based Methods and Strategies for Training and Education by Karl Kapp
Building Blocks of Tabletop Game Design: An Encyclopedia of Mechanisms by Geoffrey Engelstein & Isaac Shalev
The Octalysis Framework for Gamification & Behavioral Design by Yu-Kai Chou
Even Ninja Monkeys Like to Play: Unicorn Edition by Andrzej Marczewski
Theory of Fun by Raph Koster

Where to play?
Your own "game club" – Well, you need to create that.
Game Garage – Monica Cornetti (Sententia Gamification)

What else?
Twitch.tv
Boardgamegeek.com

FEEDBACK COUNTS

Your feedback helps ATD continue to provide top-notch educational programs that help you stay on top of a changing profession.

Evaluations forms for this session are available via the **mobile app** and at the following link: **atdconference.org/attendees.**

atd21