

Gamification Resources

Εκπαίδευση Εκπαιδευτών στην Αειφόρο Χρήση του Νερού

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Find your Vantage Angle

Τα 4 Είδη του Fun

Hard Fun

Πρόκληση, γνώση,
στρατηγική, επίλυση
προβλήματος.
Αίσθηση ολοκλήρωσης
και υπερηφάνειας.

Easy Fun

Περίεργεια,
εξερεύνηση,, φαντασία,
δημιουργικότητα,,
Αίσθηση μυστηρίου,
δέους, έκπληξης.

FUN

Κοινωνική εμπειρία.
Συναγωνισμός, ομαδική
εργασία, φιλίες,
προσωπική αναγνώριση.
Αίσθηση διασκέδασης,
χαράς.

Ρυθμός, επανάληψη.
Αλλαγή τρόπου
συμπεριφοράς και
σκέψης. Θεραπεία.
Αίσθηση διέγερσης ή
ανακούφισης.

People Fun

Serious Fun

Αύξηση

Δημιουργική Παραγωγικότητα

Μνήμης

Αναλυτικής Ικανότητας

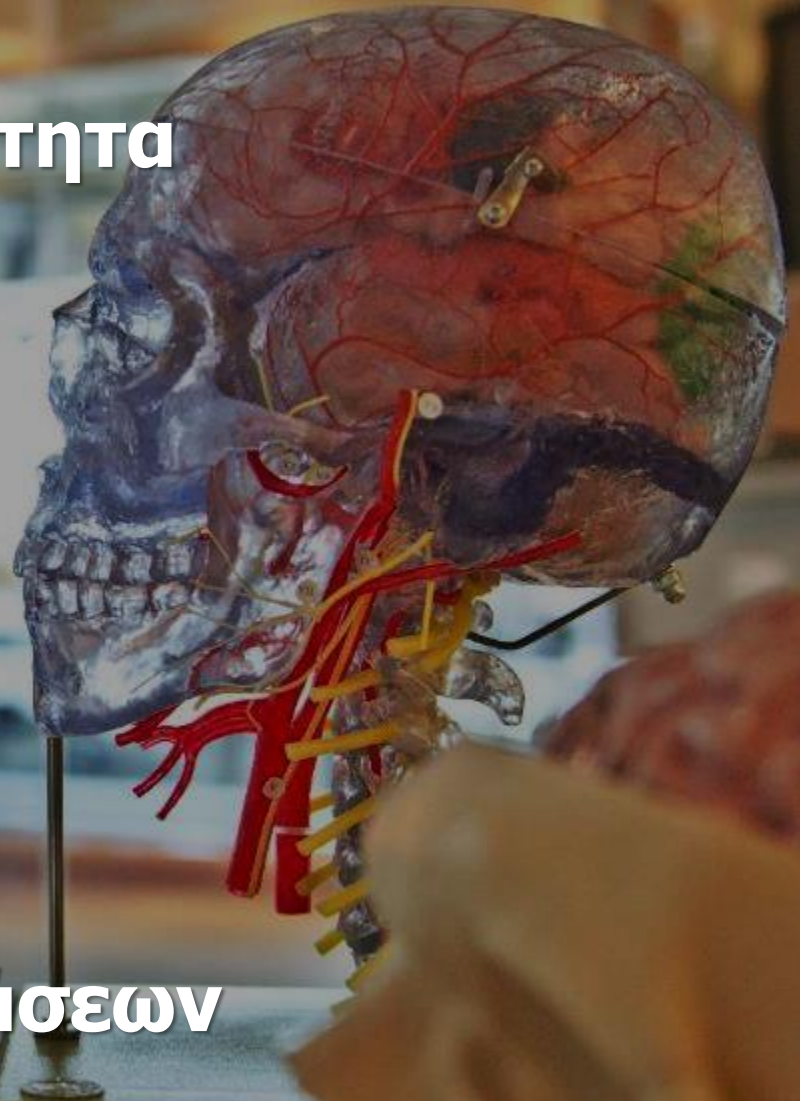
Επικέντρωσης

Ικανότητας Μάθησης

Οπτικής Ικανότητας

Ικανότητας Λήψης Αποφάσεων

Συνεργασίας





Search the web to plant trees...



42,572,205

Trees planted by Ecosia users



Over 42 million trees planted

1.1 sec

TO PLANT A TREE

OVER
7 million

ACTIVE USERS

NOW
42,572,255

TREES TOTAL

OVER
6,688,224

EUR INVESTED

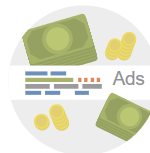
0.2 euro

PER TREE

How it works



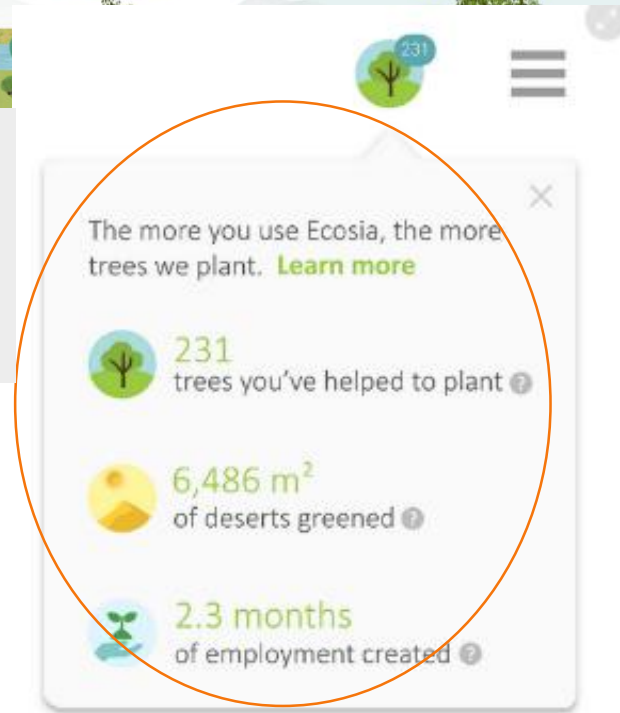
You search the web with Ecosia.



Search ads generate income for Ecosia.



Ecosia uses this income to plant trees.





Save water. Tell your friends!

WHAT IS TAP OFF?



What is TapOff?

TapOff summarizes the current water crisis in Cape Town. The goal is to inspire people to take action to save more water. It's an experiment to encourage people to claim their position on a water-saving leaderboard, by suburb, and in turn encourage their friends and family to do the same.

What's the point?

To have access to the latest information and to save water. But also to challenge and inspire others to do the same. Claim your spot (as BlueGazelle or GreenGrasshopper), to share the link and challenge your friends!

Where do you get this information from?

<http://www.tapoff.co.za/#>

Share

Tweet

FREE

Rice

2.0

HOME

SUBJECTS

GROUPS

RICE!

SIGN UP


LOGIN

ABOUT


ENGLISH ▾

For each answer you get right, we donate 10 grains of rice through the World Food Programme to help end hunger


login | sign up (track your totals, join and create groups and more)



1 right = 10 grains




5 right = 50 grains



Play and feed hungry people

Give More Rice



Like 42K

English Vocabulary

Change Subjects ▶

selection means:

pub

choice

enterprise

basis


2909740 grains of rice donated yesterday.

Over 95 billion grains donated to date (see [totals](#)).

How to Play

- Click on the right answer in the middle of this page.
- If you get it right, you get a harder question. If you get it wrong, you get an easier question.
- For each answer you get right, we donate 10 grains of rice to the [United Nations World Food Program](#).


WARNING: This game may make you smarter. It may improve your speaking, writing, thinking, grades, job performance... ([more](#))



Learn something new? Now you can empower a child in school with nutritious food. Join WFP today.

DONATE NOW

Follow WFPFreerice on Instagram



23 νέες ειδοποιήσεις (ο Βοηθός στη συγκέντρωση)

<http://freerice.com/#/english-vocabulary/1504>



A fun, easy, and rewarding way for everyone to help solve climate change!

See which choices really matter, save money, earn rewards, and inspire your community to be part of a collective solution to global warming!

Be a Climate Hero!

Sign Up

Login

Download our app!



Oroeco for iOS



Oroeco for Android

<https://www.oroeco.com/>

“Oroeco tackles climate change, one purchase at a time.”

– Reuters



REUTERS

The Boston Globe

VentureBeat

Forbes

Clean Technica

Mashable

CNN

Discovery CHANNEL

FAST COMPANY

grist

THE HUFFINGTON POST

Inc.

Slate

TE

TechRepublic

TEDx

treehugger

USA TODAY

<https://www.oroeco.com/>

Άμεσο Gamification



Η χρήση στρατηγικών που χρησιμοποιούν εφαρμογές οι οποίες είναι παιχνίδια.

Yu-kai Chou, 2015

Έμμεσο Gamification



Η χρήση στοιχείων παιχνιδιού και τεχνικών
σχεδίασης παιχνιδιών σε καταστάσεις,
περιβάλλοντα, δραστηριότητες, μη παιχνιδιού
Werbach & Hunter, 2012

Μοντέλο MDA

Dynamics



Mechanics

Πόντοι
Άβαταρ
Πίνακες κατάταξης
Σήματα
Τεστ ικανοτήτων
Χρονομετρημένες
δράσεις
Επίπεδα
Προκλήσεις
Ομάδες



Ιστορία
Εξέλιξη
Περιορισμός χρόνου
Ευκαιρίες
Επιλογές
Πρόοδος
Ολοκλήρωση
Αλληλεπίδραση
Συναγωνισμός
Συνεργασία



Aesthetics

Δημιουργικότητα
Έκφραση
Επίγνωση
Πρόκληση
Ανακάλυψη
Αυτοπεποίθηση
Κοινότητα
Έπαινος
Συμμόρφωση



Σκοπός και Στόχοι του Gamification Project



The background of the image is a close-up of an egg carton. Inside the compartments, several brown eggs are visible, each with a different hand-drawn facial expression. The expressions include a smiling face with rosy cheeks, a face with wide eyes and an exclamation mark, a sad face with drooping eyes and a frown, an angry face with furrowed brows and a downward curve, a face with a wide-open mouth and a jagged line for a tongue, a face with spiral eyes, a face with a single hand near its face, a face with a wide-open mouth and a jagged line for a tongue, a face with wide eyes and a small open mouth, a face with wavy lines for hair or sweat, a face with wide eyes and a small open mouth, and a face with a wide-open mouth and a jagged line for a tongue. The text is overlaid on this background.

Ορισμός επιθυμητής συμπεριφοράς χρηστών



Ανάλυση Χρηστών



Gamification Journey

Game Elements





Assessment

'AΠOPA:

Gamify any lesson, class or curriculum:

<https://www.iste.org/explore/articleDetail?articleid=910&category=In-the-classroom&article=>

Epic Fail or Win? Gamifying Learning in My Classroom:

<https://www.edutopia.org/blog/epic-fail-win-gamifying-learning-liz-kolb>

Flexibility in the Gamified Classroom:

<http://www.techedupteacher.com/flexibility-in-the-gamified-classroom/>

BIBΛIO:

[Explore Like a Pirate: Gamification and Game-Inspired Course Design to Engage, Enrich and Elevate Your Learners](#)