Recognizing The Hero's Journey: Gamification of Teacher Professional Learning



Dr Bron Stuckey Leader Gameplay & Learning Communities PLANE

We're talking Gamification not Game



Applying gameful experiences within a professional community of practice

We want educators to be so much more than spectators in this community.



a



THE HERO'S JOURNEY

The Game Layer of PLANE



It's a Balancing Act



Cultivating engagement for ...

Individual	Network
Extrinsic rewards	Intrinsic rewards
Serious	Fun
Existing practice	Innovation
Accreditation	Recognition
Novice	Expert
Consumer	Producer
Lurker	Leader

Community Takeover





Basis of the Game Levels

Game Status Levels 1-4 (Hero to Pathfinder)

In Levels 1-4 activities are targeted at teachers attaining or sustaining standards related to **Graduate Teacher** or **Professional Competence** key stages.

- Levels 1-2 will focus on acquisition of knowledge, skills, strategies and teaching and learning activities.
- Levels 3-4 will focus on creating and evaluating learning contexts and resources.

Game status Levels 5-8 (Ninja to Maven)

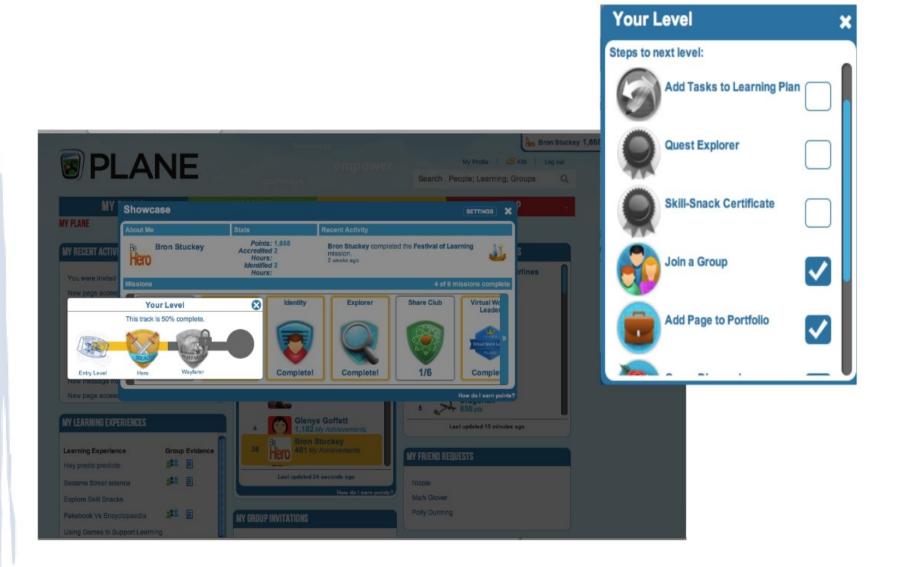
In Levels 5-8 activities are targeted at teachers attaining or sustaining standards related to **Professional Accomplishment** or **Professional Leadership** key stages.

- Levels 5-6 will focus on using your knowledge and learning to support others.
- Levels 7-8 will focus in **leading** areas of PLANE and domains of knowledge within the community.

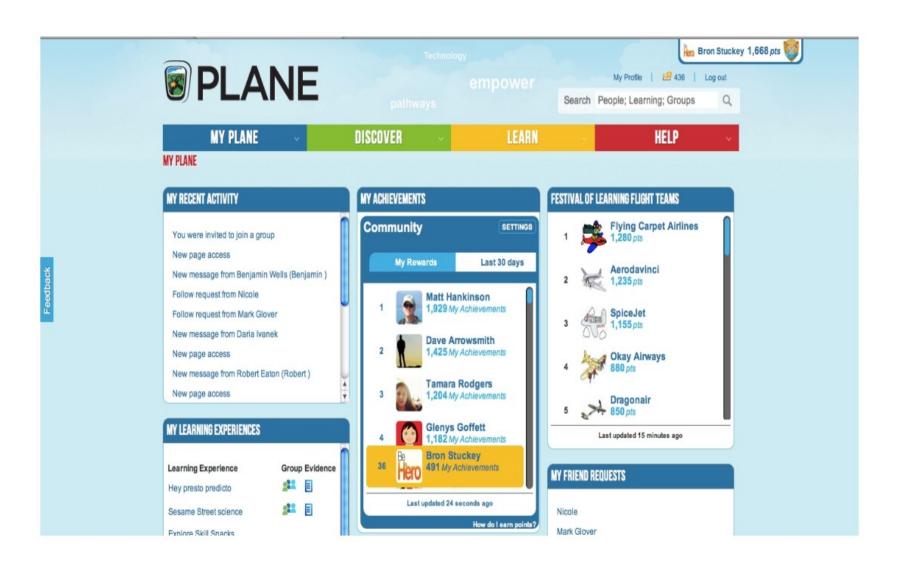
From automated rewards to social gifting



Badges and levels to attain



Yes there is competition and XP



Status inside and outside the community



How do I earn points?

What's Ahead?

Mozilla Open Badge
Social gifting expanded
Integration of spending for currencies/XP.
Users designed rewards and badges
Focus groups on game layer
Research ~ Research

Gamification PLANE & Simple



Dr Bron Stuckey (aka Xena Warrior Princess) @bronst