

# Usage of Gaming Strategy in the Classroom, Grade Craft and Charter Lab Exemplar

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## Abstract

Gameful learning is one methodology of Problem Based Learning and it is found on the principle that we can learn a lot about the methodology of supporting deep engagement from designing a successful game. The rationale of games being great learning environment will be thoroughly explained during the workshop.

How can we make Education into a better experience where learners are encouraged to engage deeply with content, take risks, and be resilient? Gameful learning is a new way to approach curriculum and assessment that supports positive engagement and provides real support for personalizing learning for all. The objective of this workshop is to create classroom learning environments that support learners' sense of autonomy, competence, and relatedness thus lead to enhanced basic motivation and engagement.

What is gameful learning? What are the core elements of gameful learning? What are the reasons games naturally effective learning environments? How to implement gameful design in your course? What are the outcomes of having classes structured more like well-designed games?

Exploration of the experience of the university of Michigan in regard to Grade Craft as a gameful LMS will be conducted. How GradeCraft Supports the Gameful Design?

What do gameful classrooms look like, and how does gameful pedagogy create personalized learning experiences? How can technology support a gameful classroom?

All these questions will be answered and presented in the workshop that will be conducted, and the workshop will include two parts: Theoretical and Practical.

**Keywords:** Gameful Learning; Problem Based Learning; Learning environment; Personalizing Learning; Autonomy; Competence; Relatedness; Gameful Design; Grade Craft; Gameful Classrooms; Gameful Pedagogy

**Discipline:** Technology and Elearning

**Sub-theme:** Problem / Project design

**Topic:** Gameful Learning

**Type of contribution:** Workshop

**Type of format:** Presentation