

遊戲化與數位學習

葉乃靜
世新大學資傳系

十歲小孩學習寶可夢和寶可夢基臺

遊戲化

換點數、累積點數兌換物品

在非遊戲的情境中應用遊戲設計的元素
沈浸和解決問題

遊戲化的魅力：遊戲的同時，能對生活中的其他部分有累積，甚至改變行為習慣，或誘發內部動機，將更有意義

成功的遊戲化案例是Foursquare



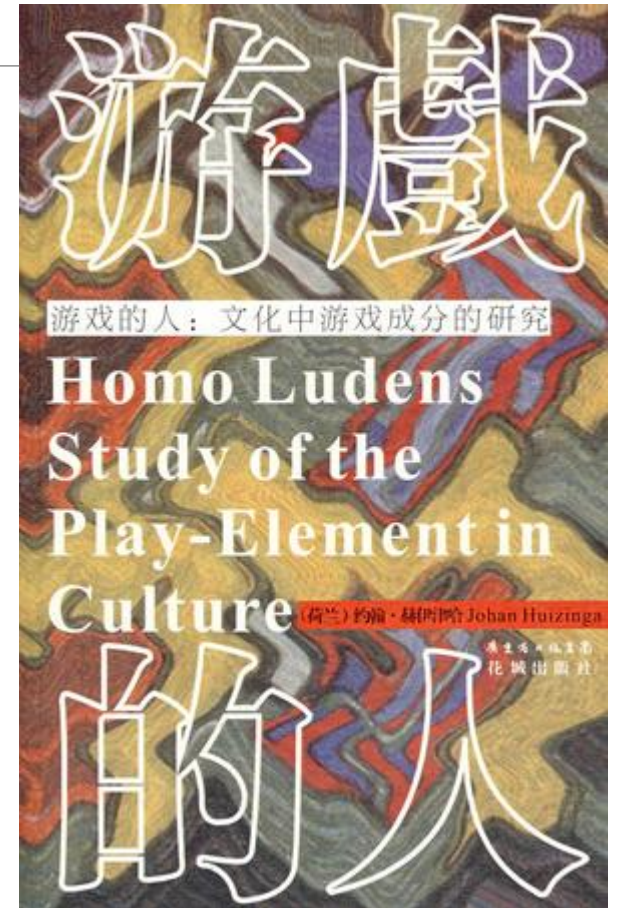
遊戲的人

《遊戲的人》(*Homo Ludens*) 荷蘭學者 Johan Huizinga 在1938年的作品

分析文化和社會中遊戲的重要性

在遊戲中有被規範的行動自由並要求獨立思考能力，人類可以發現自己的特點並將從中所得到的經驗轉化入自己的人格塑造中。

人類需要遊戲做來為一種發展觀念及意義的基本形式。



<https://zh.wikipedia.org/wiki/%E6%B8%B8%E6%88%8F%E7%9A%84%E4%BA%BA>



遊戲化與學習動機

外部動機：好奇心、奇幻性、挑戰性、控制感、探索體驗、成就感

內部動機：人際互動、虛擬社交、競爭性、自我價值

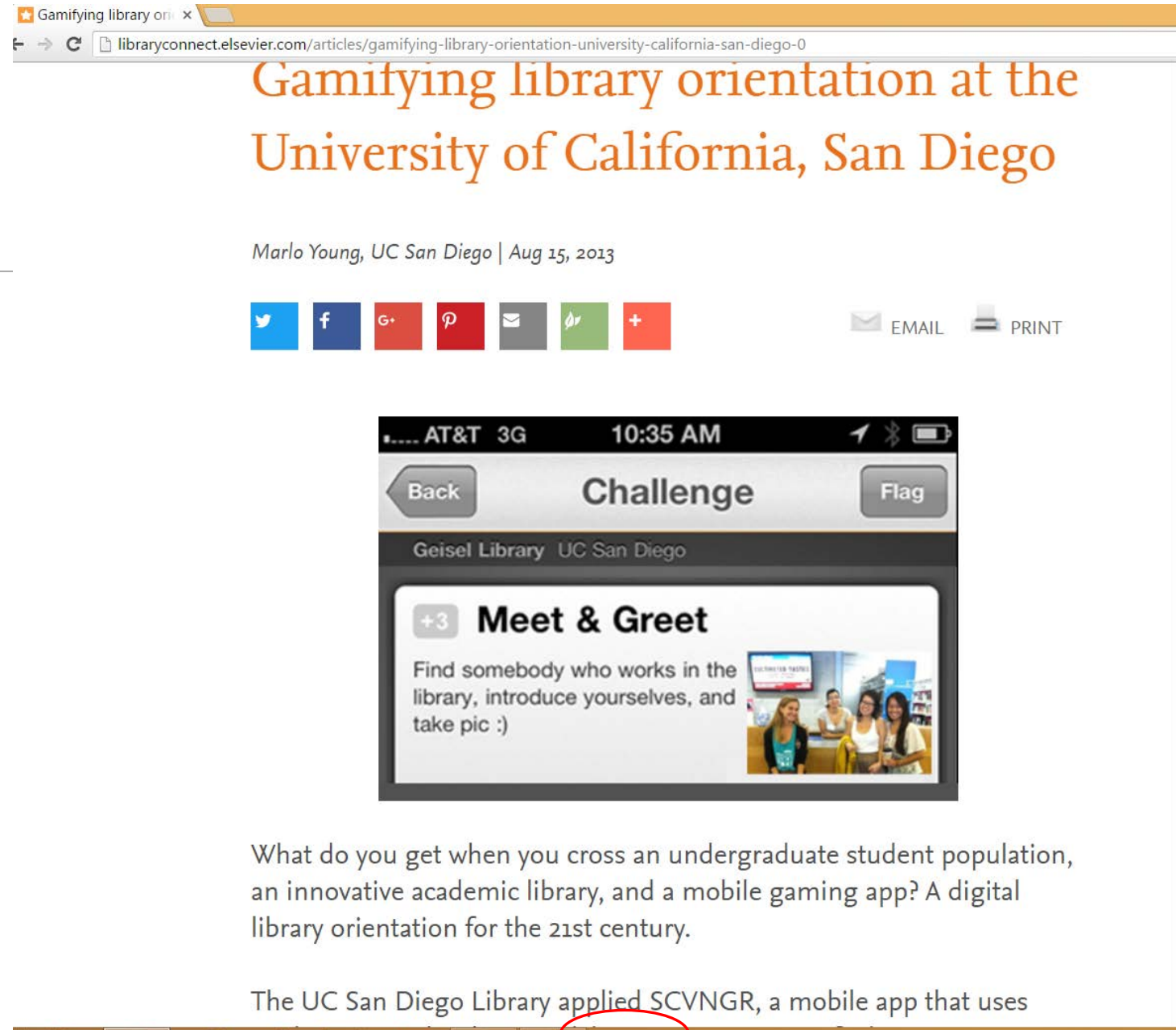
兒童學習網站融入遊戲因子之研究—以國立自然科學博物館兒童數位博物館為例

遊戲化與學習成效

學校原本就應該是樂趣無窮的
失敗是件好事
學習應該差異化
不要忽視閱讀能力的重要性

<http://chinese.classroom-aid.com/2012/09/gamification-of-learning.html/>

SCVNGR



Gamifying library orientation at the University of California, San Diego

Marlo Young, UC San Diego | Aug 15, 2013

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Back Challenge Flag

Geisel Library UC San Diego


+3 Meet & Greet

Find somebody who works in the library, introduce yourselves, and take pic :)

What do you get when you cross an undergraduate student population, an innovative academic library, and a mobile gaming app? A digital library orientation for the 21st century.

The UC San Diego Library applied SCVNGR, a mobile app that uses

https://library.hudd.ac.uk/lemontree/



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Log in to play Lemontree at The University of Huddersfield

Email

Password

[Start playing!](#)

[Register now and start playing!](#)

[Password reset](#)

OR

[Log in using Facebook](#)

Log in with Facebook if you registered for Lemontree with your Facebook account.







How to play

Firstly, grab your library card... next **create a Lemontree account** then just use the library like you normally would. **We'll give you points and achievements based on your activity!**


You get points for doing all sorts of things in and around the library like; visiting it, borrowing items, doing things at specific hours, returning items in certain combinations and much more...

[Read more about Lemontree](#)

Happening right now...

-  **Sam** accessed an e-resource
+ 5 points 
-  **Levi** accessed an e-resource
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-  **Aimee** accessed an e-resource 

Top player

 **Nicole Harding**
50580 points

Performance by school

Applied Sciences

[feedback](#)



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Because funding for BiblioBouts ended on September 30, 2012, we are no longer able to support requests for new games. If you have questions, please contact Karen Markey, former principal investigator of the BiblioBouts Project at ylime@umich.edu. Thanks to all who have contributed to the success of the BiblioBouts Project!

英國 Northampton University Library

Liberation: Referencing

Meet Harvey

Before you start, let us introduce you to **Harvey**.



You will be responsible for Harvey's well-being throughout this tutorial. If you give a wrong answer, he may lose one of his lives. If you are correct, good things will happen to him.

Harvey's paw prints show you how far you've progressed through the current tutorial:



Take care of Harvey!

Next



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For 100 years, our landmark **Stephen A. Schwarzman Building** on 42nd Street and its world-renowned collections have inspired people everywhere to find their futures.

PLAY our groundbreaking Game.
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國內案例：高餐旅圖書館



1,083

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參賽辦法
遊戲規則

透過紙版個人互動及積分賽，以及團體真人版大富翁走動遊戲的活動，融入館藏及圖書資源的學習，以及電子資源的利用技能，以競賽活動的形式提升同學的資訊素養。

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<http://lib01.nkuht.edu.tw/activities.htm>

國內案例：世新大學圖書館



The Game of Research

University of Tennessee at Chattanooga
(UTC)

partnership with the English Composition Program, one class period per semester is devoted to information literacy instruction

Game of Research



Think About...

1. Which spaces earned you the most money? Which spaces made you lose money?
2. Which spaces from your worksheet do you wish you would have hit?
3. Think about your topic from the game, what majors on campus would be interested in researching this issue?
4. Name one research skill on the board that you do not know how to do.

之前的活動設計

各類型的題目，來自部落格、維基、網站、汽車

準備其他小型桶子，貼上資料庫名稱

比較Google資料內容和資料庫的資訊內容差異





不要忽略社交的重要性

社交融入遊戲化學習

十個歷史題目

每題分數不同

報告後投票

第一名得分、投第一名者也有分數

感謝●指教

GAMIFICATION & E-LEARNING

PRO. NEI-CHING YEH
DEPARTMENT OF INFORMATION AND
COMMUNICATION OF SHIH HSIN UNIVERSITY

10-Year Old Children Learn Pokémon GO & Game Bases

GAMIFICATION

Points-Exchange & Accumulated Points to Exchange for Things

Make Use of Elements of Game-Design

in the Non-Game Context

Involve in & Settle the Problems

Fascination of Gamification makes the other part of Life Improved, and the Behaviors to be Changed, or the Inner Motives to be Induced. It is more Relevant.

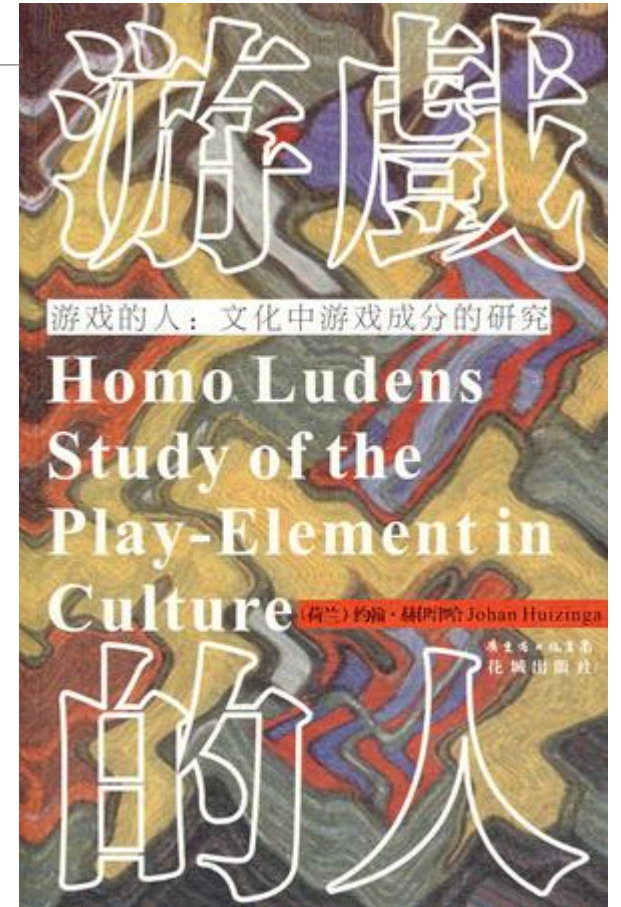
Successful Gamification Case: Foursquare



Homo Ludens

(*Homo Ludens*) is the book published in 1983 written by Johan Huizinga, a scholar from the Netherlands. This book analyzes the importance of the gameification in the culture and society. Humans could discover their own characteristics and learn the experiences to transform into their personality modeling, from the games that restrict their moves freedom and request them to think independently. So, people need the games as the basic models to develop ideas and meanings.

<https://zh.wikipedia.org/wiki/%E6%B8%B8%E6%88%8F%E7%9A%84%E4%BA%BA>





Gamification & Learning Motivation

Extrinsic Motivation: Curiosity & Fantasy & Challenge & Domination & Exploration & Achievement

Intrinsic Motivation: Interaction & Virtual Social Contact & Competition & Self-Value

Reference: Children's Learning Website Game Factors: The National Museum of Natural Science's Digital Museum for Children as an Example

Gamification & Learning Results

School is the ever funny Place

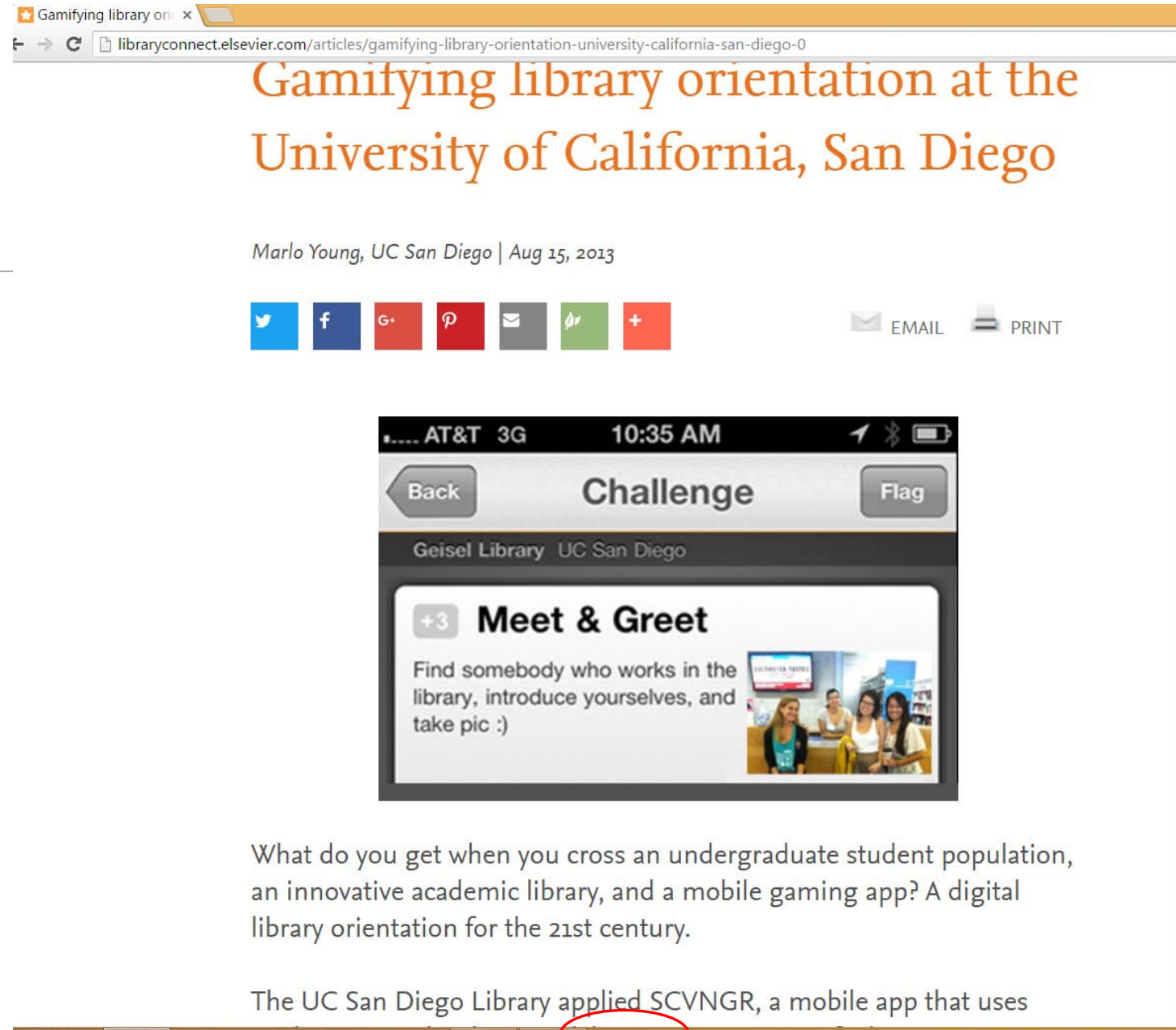
Failure is a Virtue

Differentiated Learning

Do not Ignore the Importance of Reading Proficiency

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2017/5/24

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Library and Information Center of National Kaohsiung University of Hospitality and Tourism



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Shih Hsin University Library

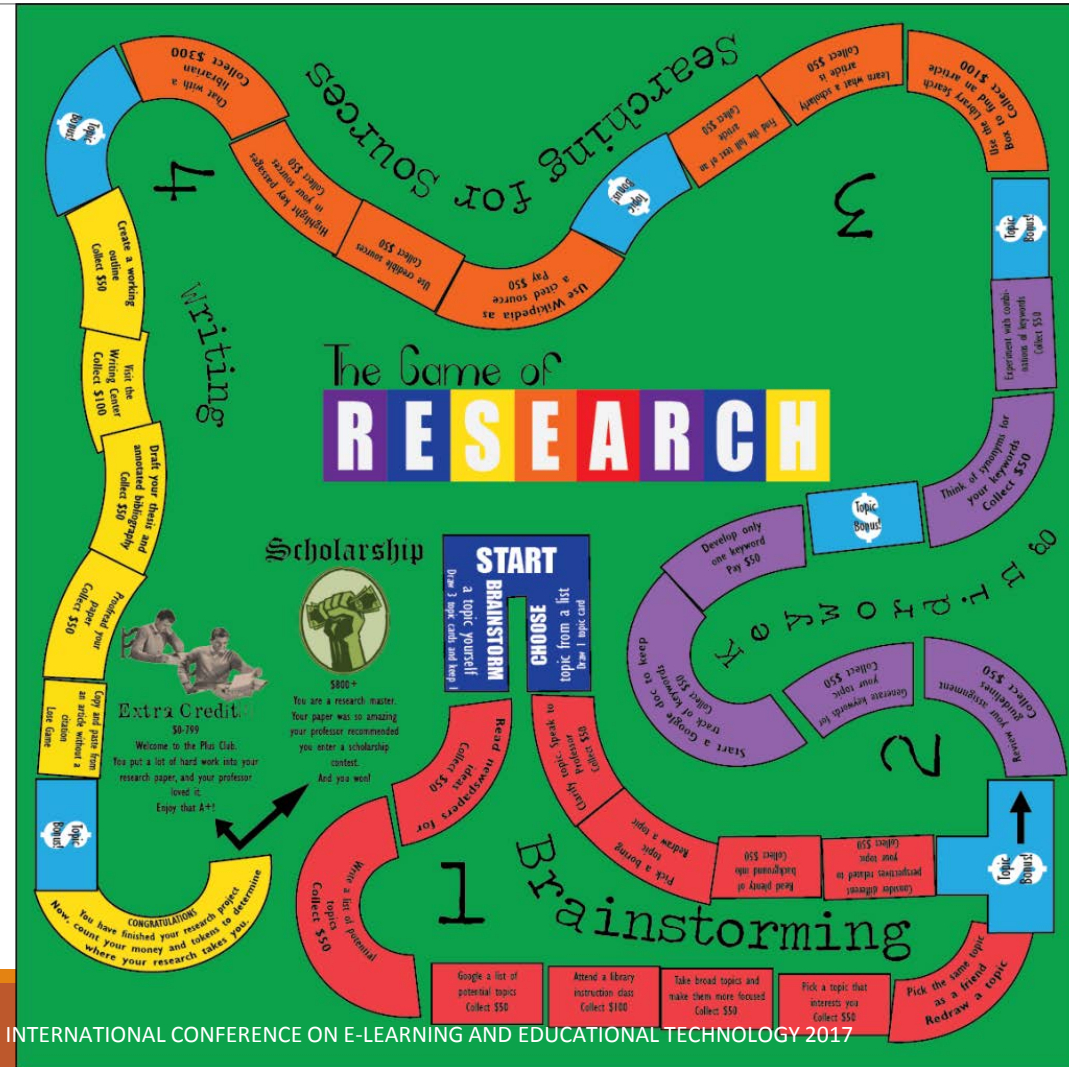


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Former Activity Designs

All types of Questions are from Blogs, Wiki, Websites & Cars.

Prepare other small Buckets with Sticker of the name of Database

Compare difference of the data of Google with Database





Don't Forget the Importance of Social Contact

Social Contacts Integrated into Gamification Learning

10 History Questions

Different Score for Each Question

Vote after Reporting

Championship wins Score and the one who Votes the Champion gets Score

Thanks for Your Attention