Encourage Students' Perseverance with Badges

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LP02 NINJA BADGE   LP03 BATMAN BADGE   LP04 GROOT BADGE   LP05 CAPTAIN MARVEL BADGE   LP06 SUPERGIRL BADGE   LP07 LUIGI BADGE   LP08 DINOSAUR BADGE   LP09 SUPER PANDA BADGE   LP10 SUPER FROG BADGE   LP11 MORPHEUS BADGE

Overview

Gamification is the use of game design elements in non-game contexts [1]. One of contexts is education that has widely adopted gamified techniques on student engagement. There are a wide variety of techniques, such as points, leaderboards, direct competitions, stickers or badges. Badges is one of awarding tools that can stimulate student learning [2, 3]. To leverage students' learning, this research explored badge awarding which is held on lab session.

Aims and Objectives

- To stimulate student's learning
- To encourage students to do lab practices correctly
- To indicate which students have been trained on specific tasks

Activity

COURSE TROPHY

Target Group: 3rd year students in IT program at Walailak university in 2019
Tool: Moodle (https://elearning.wu.ac.th)
(1) Break a lab practice into 10 stepping milestones
    For each milestone,
(2) Design and define badges
(3) Build a rubric score for badge achievement
(4) Award badges to students who can pass the criteria
(5) Give feedback to students and mark their progress along the way
(6) Give trophies to students who scored the goal
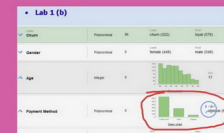
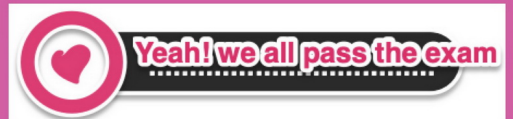RUBRIC SCORE

FEEDBACK

STUDENTS' PROGRESS

Outcome

- More perseverance in doing tasks - students completing the training in a timely manner
- Do tasks more accurately - students have good score
- No absent or late because students do not want to miss a badge

Impact: Some Quotes from Students

Fun, not mored at all

Latest model badges, please

Yeah! we all pass the exam

Future Development of Project

Certificate

- Digital badges system as viable alternative learning credentials [2, 3]

References

[1] Deterding, S., Khaled, R., Nacke L.E., & Dixon, D. (2011) Gamification: Toward a Definition. CHI 2011 Gamification Workshop Proceedings, Vancouver, 2011, 12-15.
[2] Papadimitriou, S., & Niari, M. (2019). Open Badges as Credentials in Open Education Systems: Case Studies from Greece Europe. *Journal Of Learning For Development - JL4D, 6*(1). Retrieved from http://www.jl4d.info/index.php/ejl4d/article/view/311/369.
[3] Pitt, C., Bell, A., Onofre, E., & Davis, K. (2019). A Badge, Not a Barrier: Designing for-and Throughout-Digital Badge Implementation. In Proceedings of the 2019 CHI Conference on Human Factors in Computing Systems (CHI '19). ACM, New York, NY, USA, Paper 690, 14 pages. DOI: https://doi.org/10.1145/3290605.3300920.