# Digital Teaching Summer Camp

Badges: By Popular Demand



(Or, "Gimme Gimme Gimme a Badge After Midnight")

# Before we begin today... an invitation! Want to be a Counsellor-in-Training?

Is there a component of your Moodle shell (or another digital teaching project!) that you would like to share in next week's showcase? Email Brenna – <u>bgray@tru.ca</u> – to let her know!

# And a programming note... Hiatus in July! But...

We're going to organize supported peer feedback groups (we're calling them Cabins!) to sustain your practice, with some pre-planned exercises and tools to work through. If you'd like to participate, email <u>bgray@tru.ca</u>.

## Now, the important stuff...

How do you imagine using badges in your classes? Share your thoughts in the public chat.

### Why badges?

- Non-grade rewards can help establish good learning habits and practices.
- Consider using badges to underscore key skills learned in the course (eg. "critical thinking" badge after completing an essay; "managing dynamic" badge after completing a group project.
- They can offer a sense of levity and fun, if you want them to, and are more playful than grades as a feedback mechanism.
- Tell me why you liked the badges during Digital Teaching Summer Camp? Share your thoughts in the public chat.

In addition to the impact on student motivation and engagement (Barata et al., 2013; Goehle, 2013; Li et al., 2013), gamification conferred a number of other benefits, including student feelings of acknowledgement (Charles et al., 2011; Goehle, 2013) and accomplishment. Barata et al. (2013) found that "students were more proactive and participative" in a gamified course while other research found that gamification gave learners something else to work towards besides simply a grade (Goehle, 2013). Charles et al. (2011) observed that learners appeared "more motivated to complete voluntary tasks" such as preparation for class, attendance and participation (p. 645).

Lister, M.C. (2015). "Gamification: The Effect of Student Motivation and Performance at the Post-Secondary Level." *Issues and Trends in Educational Technology* 3(2). <u>https://journals.uair.arizona.edu/index.php/itet/article/view/18661/18410</u>

#### What You Need Before You Start

- Ensure Completion Tracking is Enabled on your Edit Settings page for the course.
- Ensure Activity Completion is set appropriately on the Activity you want to award the badge for. Badges can only be awarded for activities specified via Activity Completion.
- Ensure you have an image to use as a badge (that you have the rights to!).

# Ok, so how about a live demo?

Let's set up the badge for today's session.

#### Congratulations!

You've earned a badge!

You'll see this appear on your Moodle later today; it also includes a very brief summary of the workshop that might be useful for your APAR/PRC.

Remember that if you complete eight of these sessions this summer, you'll earn our Certificate of Digital Competency to recognize your hard work and engagement.

