Moodle for Motivating Learners

Which player type will this motivate?

Achievers
"I will search for treasure/reward"

Explorers
"I will dig around for information"

Socialisers
"I will empathise with others"

Killers
"I want to beat other people"

Assignment
Use to collect, assess & provide feedback on assignments

Chat
Hold real-time text chat discussions with classmates

Choice
Use for Learner decision making, voting and topic selection

Database
Allow learners to collect, share & search created artifacts

Forum
Discussions, upload docs or media

Glossary
Use for learning activities that gather resources or present info

Lesson
Use for presenting branched info, includes activities

Quiz
Use to assess learning, formative or summative

Wiki
Use to enable collaborative page creation

Workshop
Use to collect, assess & generate peer review of Learner work

Ease of use
How easy can this be set up by you?

Yes. Easy. Both online & offline are possible.

Yes. Easy.

Tricky to set up.

Easy. Forum has usable default settings. A name & description is enough.

Easy. Default settings are good. Set it so the author’s name is shown.

It can be tricky to set up, make sure you plan the lesson first. Worth the effort.

Tricky & takes time. Set up quiz, then questions. Consider your categories.

Easy. A few things to learn about. Decide on individual or collaborative

Tricky. Decide on individual & group settings. Can be hard to master. Get some training.

Yes. Set clear guidelines. Use Rubrics and marking guides, and deadlines

No. There are no points to be learned. Too unstructured.

OK. The choice is good for self-assessment on knowledge of a topic.

OK. Chat is versatile. Can be used as a formative assessment task

Place in groups based on choice, then unhide new topics based on group size

OK. Assignments should encourage exploration of topics. eg Web quests

OK. Chat is versatile. Can be used as a formative assessment task

Yes. Use Group Assignments to collaborate

No. There are no winners or right answers. Then it’s not much fun. Set limits, first in wins

Yes. Provide clear task to be completed using the chat tool and agreed etiquette

Learners are motivated in different ways.

This guide uses gamification to map elements from games to eLearning.

The goal is higher engagement, increased productivity and completion of Moodle courses.

What player type am I?

You will play multiple roles and will change the role you play in a group over time, but will have a dominant method of interacting. Based on Bartle’s Player Types.

Achievers
Players like acting in the environment to be successful. They give themselves game-related goals and vigorously set out to achieve them.

OK. Assignments should encourage exploration of topics. eg Web quests

No. Killers would like it if you used rank column in the gradebook as a leaderboard

Yes. Use in brainstorming, planning, collaborative writing.

Not best tool for the job

Can work w/ some learning design

Great fit

Learners can rate entries, and comment, can be simple peer assessment.

Learners can read other entries and comment or rate. A very social tool.

Learners can rate entries, and comment or rate. Interaction is asynchronous.

Learners can rate entries, and comment or rate. Must include activities to earn highest score, also use timer to see who can finish first.

Learners can rate entries, and comment or rate. OK.

Must include activities to earn highest score, also use timer to see who can finish first.

Yes. Use as branched quiz, scenario, case study, role play.

Yes. Learners can debate, rate and comment. You & peers interact asynchronously.

No. Lessons are solo activities.

No. Lessons or Quiz do not involve any interaction. Follow up with a forum discussion

Yes. By meeting criteria you earn status. Group icons for expert novice etc.

By following rules of the chat tool.

Yes. Yes. Use as & present info, better within Learner entries.

Database is versatile & allows researchers to be presented in flexible ways.

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Set up a series of formative assessment activities that involve discovery.

Learners can read other entries, & comment or rate. (Change permissions)

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Moodle for Motivating Learners

Tips for Moodle Configuration
Suggestions on how Moodle features can be used to implement game mechanics

Activity Reports & Mark as complete Checkboxes (Feedback)
• Turn completion tracking on in the course settings
• Show mark as complete checkboxes for activities (auto or manual)
• Print logs of activity the end of term as a progress report-good feedback tool. Use class activity reports as Leaderboards

Badges (Stuff)
• From Moodle 2.5 on badges can be issued by a teacher or issued automatically based on criteria. (Course settings > Badges)
• Badges issued appear under MY PROFILE.
• Learners should add MY BADGES block to their home page
• Checklist plugin – celebrate your progress

Collapsed Topic Course Format – plug-in (Access)
• Collapsed topic allows you to set up multiple columns, this can be used to create a game like interface
• Have lots of content on one page without clutter – gives a clear indication of how much content is in the course
• Hide topics until conditions are met creates game-like levels

Conditional Activities (Power, Access)
• Use conditional activities to level it up. Present small reasonable challenges and reveal higher levels over time.
• Place an image inside a label and place at the end of the course. Hide the label until course is completed
• Hide whole topics until conditions are met. Continual progression.

Gradebook (Feedback)
• Use custom scales to add STARS or status levels e.g. Novice/Master/Apprentice/Mester/
• Show learners how to find their User report in the Gradebook
• A simple accurate Gradebook is the best feedback of course progress

Groups (Power, Status, Access & stuff)
• Groups can be used to level it up - reveal activities based on group membership. Use plugin to self select group, with secret password
• Use an icon for a group and show them in a Forum, eg Novice, Expert,
• Give access to bonuses or rewards to high performers eg a cool video based on group membership

Label (Goal, Rules)
• Use labels to add narrative around a course
• Simple badge system. Unhide when an activity is complete
• Surprise bonuses for achievements, reveal coins to be collected
• Use powerful words: Congratulations, Great Achievement, You are a
• Surpnise bonuses for achievements, reveal coins to be collected
• Use custom role names e.g. Learner to Player, Teacher to coach
• Give increased status to Learners by changing permissions so they can lead their own activities
• Make a learner the class policeman who gives bonus points to those who come back from lunch on time, or participate, provide supports etc.

Moodle Roles (Power, Status and Access)
• Add custom role name s e.g. Learner to Player, Teacher to coach
• Give increased status to Learners by changing permissions so they can lead their own activities
• Make a learner the class policeman who gives bonus points to those who come back from lunch on time, or participate, provide supports etc

Moo Profile Block - plugin (Status)
• Display winner of the week awards on the home page using Moodle Profile info eg “Highest Score” “Most helpful on forums”
• Make sure all learners have avatars in their profiles
• Hide learner contact details in Moo Profile setting choices
• Put teacher contact details in a Moo Profile block – always up to date

Page
• One line of HTML embed code can place a game from a website in a Moodle Page. Switch to HTML view the copy and paste: <iframe src = "www.cybersmart.gov.au/cybernetrix"> Social Media Game </iframe>

Progress Bar – plugin (Status, Stuff)
• Set goals and feedback with Progress Bar
• Change ticks and crosses to stars, use as course navigation
• Have multiple progress bars to reward different behaviors eg punctual, polite, creative, and underpinning skills

Rubrics and Marking Guides (Rules)
• Use Rubrics to give clear expectations for performance BEFORE assessment
• Use marking guides and comment bank for feedback
• Use a flexible rubric so choices can be made on preferred assessment

Make It Social
• Add Blocks for interaction: Comments, Online Users, People, Recent Blog Entries, Blog Tags,
• Blog entries can be linked to activities
• Use Tags so learner’s can find each other’s work, eg topic name, special code
• Encourage peer-assessment, rating and commenting

Make it fun!
Badge generator: http://thetural.com/wow/

Site Admin
• Enable Completion Tracking
• Enable group members only
• Allow ratings on forums and glossaries
• Hide unnecessary Gradebook defaults
• Add custom scales eg Stars
• Place My Badges block on My Home page
• Add new Roles eg Level 1, Level 2, Coach
• Add custom plugins: Progress Bar, Moo Profile, Group Self-Selection
• Default course set as Topic format with One Topic per page so progress numbers for activities are shown on index page

Motivating Tweeters to Follow
@catspyjamasnz
@ghenrick
@gamerlearner
@moodlemuse
@sthcrft
@moodleman
@vinnystocker

Need more Moodle help?
• Linked In - Moodle for Motivation Group http://linkd.in/Zez8wW
• Community Forums at www.moodle.org
• Teacher support at www.moodle4educators.com
• www.cats-pyjamas.net
• www.somerrandomthoughts.com
• www.moojoo.com.au
• www.trainmyteacher.com
• www.klever.com

Moodle for Motivation Guide V.09 adapted by Natalie Denmeade @moodlemuse
Moodle 2 Tool Guide Gavin Henrick @ghenrick

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Klever - Moodle Design and Development www.klever.com.au
Gavin Henrick @ghenrick

Moodle for Motivation Group
Community Forums at www.moodle.org
Teacher support at www.moodle4educators.com
www.cats-pyjamas.net
www.somerrandomthoughts.com
www.moojoo.com.au
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www.moojoo.com.au
www.trainmyteacher.com
www.klever.com