

RE-ENVISIONING GAMIFICATION: BEYOND POINTS, BADGES, AND LEADERBOARDS

Presenter: **VALARY OLEINIK**

Friday, October 27

8:30 AM to 4:30 PM

LRC 101 B and C

In the beginning, gamification was shiny and new and full of promise, but it quickly tarnished for some. It was sprinkled like pixie dust on poorly designed instructional materials. People thought that just adding points, badges, and leaderboards (PBLs) to their learning would be the answer to their issues of learning engagement and knowledge retention. But they missed the point (pun intended). They focused too exclusively on the extrinsic reward aspects of gamification and implemented their PBLs in ways that were devoid of meaning to the learner. They limited their view of gamification to a very small subset of options available. In Re-Envisioning Gamification, we will reboot gamification and take a look at a few of the countless options that can be used in conjunction with, or instead of, points, badges, and leaderboards. Your learners deserve better!

8:00 AM – Coffee and Bagels

8:30 AM to 12:00 Noon – Morning Session

12:00 Noon – 1:00 PM
Lunch will be provided for those who register by the deadline

1:00 to 4:30 PM – Afternoon Session
(follows from material presented in the morning)

Key takeaways include:

- A refreshed definition of gamification
- An approach that is learner-centered
- A framework to help you develop more engaging courses
- Numerous examples and activities to explore the possibilities gamification offers
- An explanation about why there is a goose on this announcement



Valary Oleinik is one part artist and one part geek. Her curiosity and passions have taken her from her hometown of New Orleans to New York City, and now New Jersey. She has spent more than two decades helping to make learning better and to create more engaging

experiences for learners. She has worked as a classroom instructor, online facilitator, instructional designer, presentations design and delivery coach, project manager, and consultant. She can also be found throughout the cyber world blogging and tweeting on gamification, e-learning, creativity, communication in the digital age, and more.

Must Register by 11:59PM Monday, October 23 for your lunch to be provided

Questions? Contact Elaine W. Clark at (505) 925-8618 or ewclark@unm.edu

Re-Envisioning Gamification Registration Form

First Name:_____ **Last Name:**_____

Email:_____ **Phone number:**_____

Institution/Division or Department:_____

Address Line 1:_____

Address Line 2:_____

For lunch we are ordering sandwiches from the House of Bread in Albuquerque. Never fear, they offer a brown rice gluten free bread for those who need it. Here is the website to read about what is in each of the sandwich choices: <http://albuquerque.houseofbread.com/wp-content/uploads/2015/09/HOBAbqCateringMenu.pdf>

Please make your sandwich selection below:

____ **Cranky Turkey**

____ **HOB Club**

____ **Italian Grinder**

____ **The Western**

____ **Veggie Delight**

____ **Tuscan Chicken**

____ **Fusion Panini**

____ **Turkey Jack**

____ **Salad Sandwich (choose one from ____Tuna, ____ Turkey Curry, ____ Chicken Walnut)**

Indicate if you would like the brown rice gluten free bread_____

We will also have chips and choice of tea and/or lemonade. Bottled water will also be provided.

Please return registration form to Elaine Clark