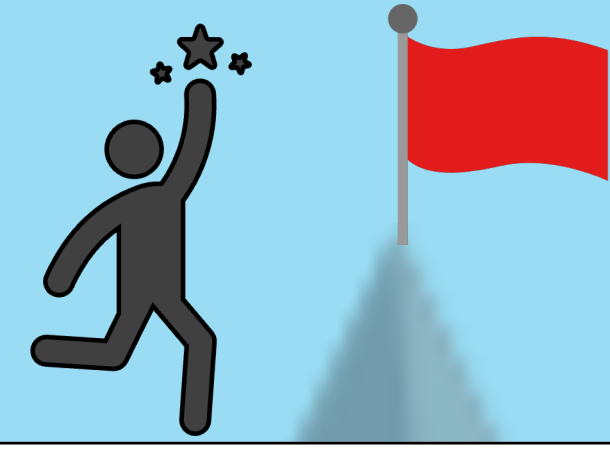


“Miss, can we play a game today?”

The Path to a Purposeful Use of Gamification in Fearless English Lessons



Summit: Including Games in Fearless English Lessons

Types of Games



Example: Desert Survival Game (Decision Game for the 9th Grade)



Imagine your **plane crashed** in the middle of the **Atacama Desert** in South America. You and your group need to **survive** long enough in the **55°C heat** until you are **rescued**. Before your plane caught fire, your group was able to **salvage** the **15 items** listed on the *Salvaged Items* page...

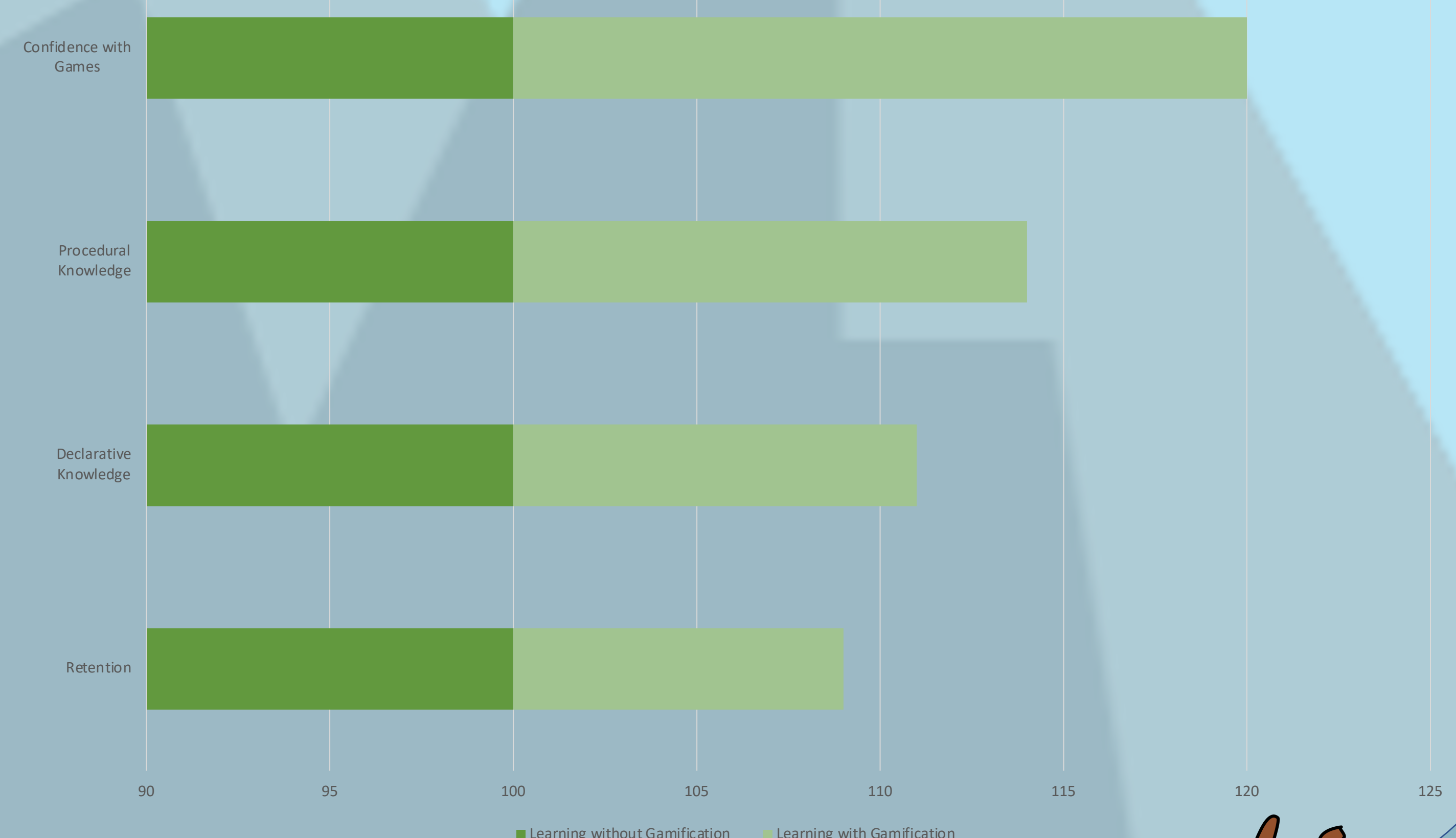


Camp 2: Advantages of Gamification in the Context of Language Anxiety

How does Gamification counteract Language Anxiety?

- Requires student **involvement** and **interaction**
- Influences **pro-social** behaviour
- **Engages** learners in a live-classroom
- Encourages **intrinsic motivation** to complete tasks
- **Counteracts indifference** to the learning process
- Reduces risk of public **embarrassment** and **humiliation**, especially in group-based games
- Allows for natural **differentiation** through performance-**heterogenous** groups

A Comparison of certain Learning Outcomes after Learning with or without Gamification



Base Camp: Learning about Gamification

“Gamification is using **game-based mechanics, aesthetics** and **game thinking** to **engage** people, **motivate** action, **promote** learning and **solve** problems.”

“A game is a **system** in which **players** engage in an **abstract challenge**, defined by **rules, interactivity** and **feedback**, that results in a **quantifiable outcome** often eliciting an **emotional reaction**.”