My Experiences with Gameful pedagogy and *Gradecraft* LMS: How I leveraged *Gradecraft* for learner engagement and autonomy

Greg W. Lyons
gwlyons.com

Copy of slides and other presentation materials here:
https://bit.ly/2WMau8a

Agenda

Who am I?

What is Gradecraft?

How did I leverage Gradecraft?

What does an assignment look like in Gradecraft?

How do I transform an existing assignment into Gradecraft?

Where can I learn more?

Thank you

- *Laura Wilder* (SUNY Albany)
  - Director of Undergraduate Studies
- *Jennifer Marlow* (Saint Rose)
  - Coordinator of First-Year Writing
- *Adam Tinkle* (Skidmore)
  - Director of MDOCS John B. Moor Documentary Studies Collaborative
- New Paltz for the opportunity

Who am I?

What is Gradecraft?

How did I leverage Gradecraft?

Who am I?

My background

What I teach

Brief bio

2007	2010	2013	2016	2017
MFA	Adjunct	Instructor	Playcrafting	Adjunct
Fairbanks, AK	*Chicago, IL*	*The Netherlands, EU*	*San Francisco, CA*	*Troy, NY*

What I teach

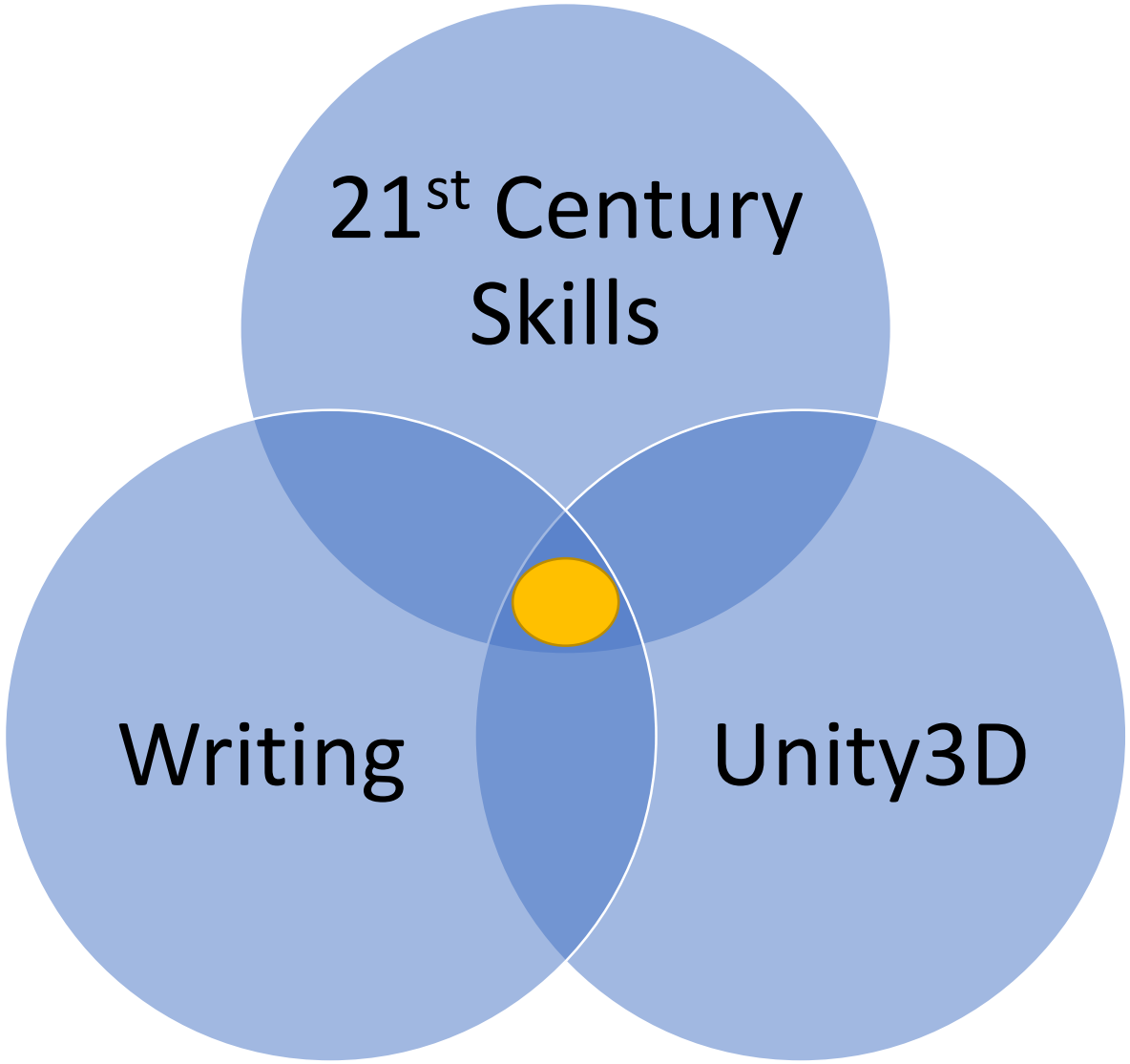
Writing

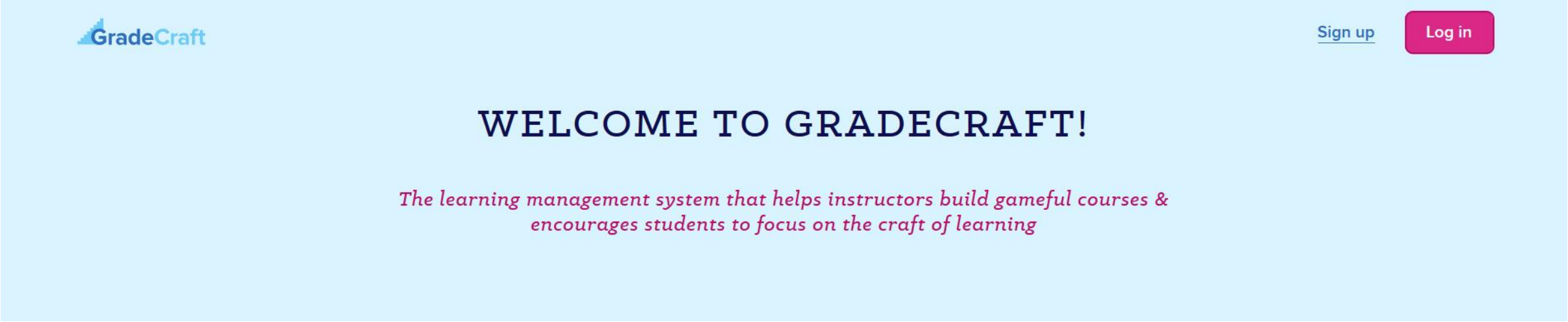
21st Century Skills

unity

Unity3D

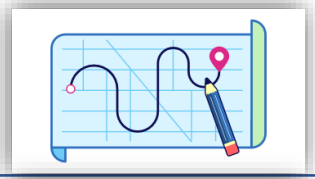
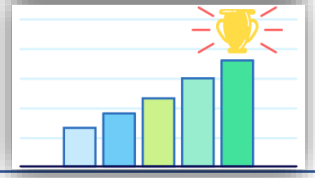
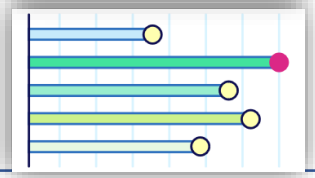
Who am I? What I teach

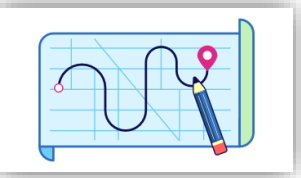


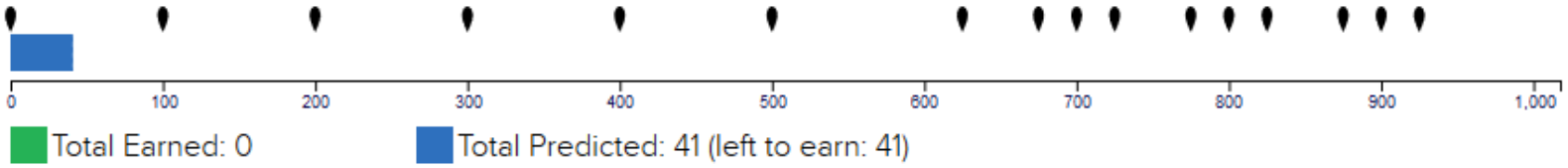


What is Gradecraft?

Learning Management Software

Point planners		+
Student & class analytics		+
Per assignment rubrics		+
Unlock and gating mechanisms		+
Badges		+
Leveling System		+
Leaderboards		−





Predicted Final Outcome: Not yet on the board

Essay Guidelines: Informative Research Paper

FULL POINTS: 5
DUE: MONDAY, JANUARY 21, 2019

✱ REQUIRED

▼ Informative Research Paper 41

Essay Guidelines: Informative Research Paper	WebQuest: Why Write?	WebQuest: 21st Century Skills	WebQuest: Wicked Problems
5 / 5	11 / 20	15 / 20	10 / 20
✱ REQUIRED	✱ REQUIRED LATE	✱ REQUIRED LATE	✱ REQUIRED LATE

DESCRIPTION

Essay Guidelines

- 3 – 5 pages in MLA format
- At least 3 credible sources

Purpose: To inform our audience about a particular 'wicked problem' and show us why a solution to the 'wicked problem' is complex

Grades | Description & Downloads | Grading Rubric | Class Analytics

WEBQUEST: 21ST CENTURY SKILLS

GRADE DISTRIBUTION

PARTICIPANTS

Class Average:

Low Score:

High Score:

SCORES EARNED

Informative Research Paper

Search:

Name	Min	Max	Median	Ave	Avg Earned	Predicted	Submissions	Grades	
Essay Guidelines: Informative Research Paper									Quick Grade Download Grades
WebQuest: Why Write?									Quick Grade Download Grades
WebQuest: 21st Century Skills									Quick Grade Download Grades

Student Grade Counts

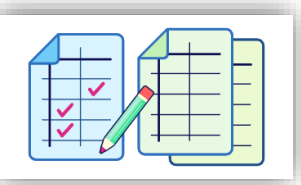
Search:

First Name	Last Name	Informative Research Paper Grade Count	Informative Research Paper Grades > 0 Count	Argumentative Research Paper Grade Count	Argumentative Research Paper Grades > 0 Count	Research Paper #3 Grade Count	Research Paper #3 Grades > 0 Count	Pecha Kucha presentation Grade Count	Pecha Kucha presentation Grades > 0 Count	Attendance Grade Count	Attendance Grades > 0 Count	Course Optional Additions Grade Count	Course Optional Additions Grades > 0 Count
[redacted]		14	[redacted]										
		5											
		1											
		16											
		11											
		9											
		16											
		16											
		0											
		15											
		13											

Student Scores

Search:

First Name	Last Name	Informative Research Paper Points	Argumentative Research Paper Points	Research Paper #3 Points	Pecha Kucha presentation Points	Attendance Points	Course Optional Additions Points
[redacted]		285	[redacted]				
		84					
		10					
		351					
		309					
		208					
		301					
		409					
		0					
		217					
		321					

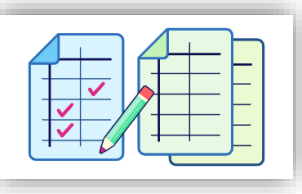


Question 1 | 5

What do you think the writer did well?

No Credit	Below Average	Average	Above Average	Above and Beyond
0	2	3	4	5
Description	Answer is unclear.	Question is generally answered.	Question is answered with specifics and	Above and Beyond
Badges	Badges	Badges	Badges	Badges
		Meets Expectations		

+ Level



QUESTION 1: 5 POINTS

What do you think the writer did well?

Above and Beyond: 5 Points

Meets Expectations

Above and Beyond

Badges Available

Above Average: 4 Points

Meets Expectations

Question is answered with specifics and examples to illustrate and clarify claims.

Average: 3 Points

Meets Expectations

Question is generally answered.

Meets expectations

Below Average: 2 Points

Answer is unclear.

No Credit: 0 Points

LEVEL DESIGNER PATHWAY

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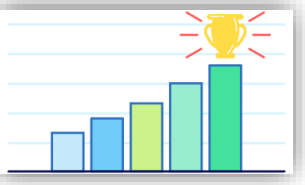
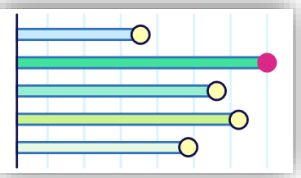
Name	Due	Max Points	Rubric?
Learning from others	Tuesday, Feb 26, 2019, 11:59PM EST	20	Yes
Learning from others #2	Tuesday, Apr 30, 2019, 11:59PM EDT	20	Yes
Learning from others #3	Tuesday, Apr 30, 2019, 11:59PM EDT	20	Yes
Unity3D tool: Cinemachine	Monday, Apr 01, 2019, 11:59PM EDT	20	Yes
Unity3D tool: Timeline	Monday, Apr 01, 2019, 11:59PM EDT	20	Yes

Badges



Grade	Level	Point Threshold	Locked?
A		925	Earn the Course Competency Badge
A-		900	Earn the Course Competency Badge
B+		875	Earn the Course Competency Badge
B		825	Earn the Course Competency Badge
B-		800	Earn the Course Competency Badge
C+		775	Earn the Course Competency Badge
C		725	Earn the Course Competency Badge
C-		700	Earn the Course Competency Badge
D+		675	Earn the Course Competency Badge
D		625	Earn the Course Competency Badge
F		500	Earn the Course Competency Badge
		400	
		300	
		200	
		100	
	Not yet on the board	0	



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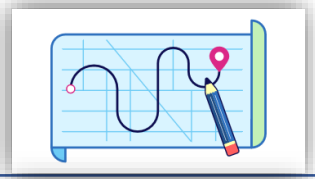
Point planners		+
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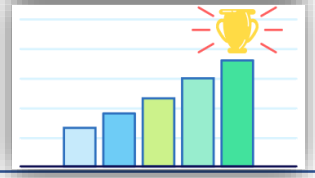
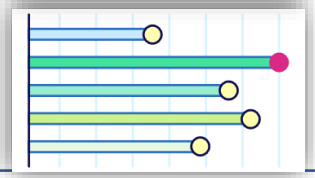
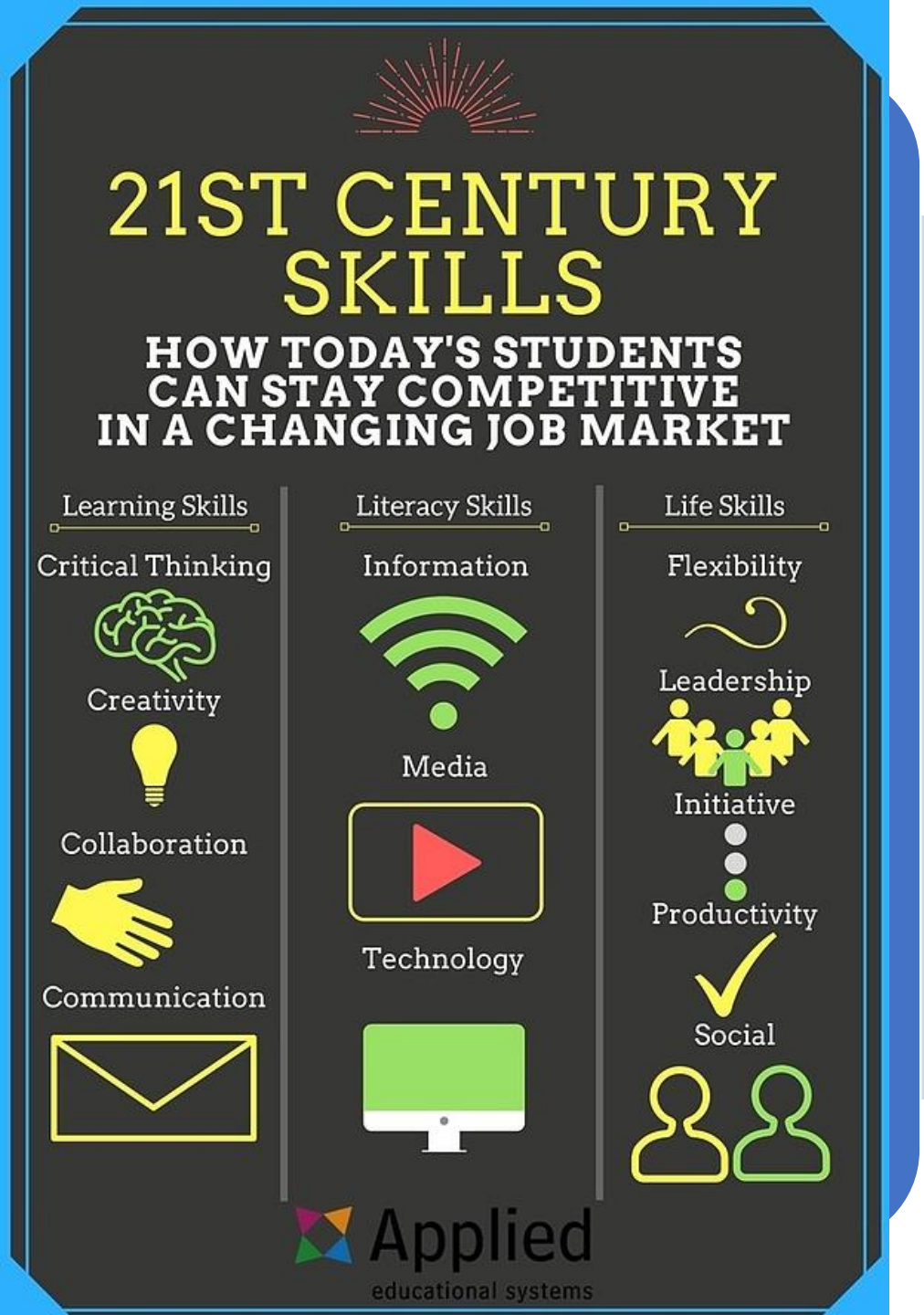
Leveling System		+
Leaderboards		−

Why use Gradecraft?

21st Century Skills

Design Thinking



- ✓ Critical Thinking
- ✓ Leadership
- ✓ Entrepreneurship
- ✓ Flexibility
- ✓ Multiliteracy

Design Thinking

Design *with*,
not *for*

What do students think?

Midterm Feedback

Last class Feedback

What was your experience like with Gradecraft?

What were the classes? Fall 2018

Introduction to Creative Writing

(2 sessions)

Writing for Critical Inquiry

(1 session)

First-Year Writing & Research

(2 sessions)

3D Interactive Storytelling

(1 session)

Classes cont.

12 – 20 students per class

Mostly Freshman / Sophomore

Public and private Schools

Survey courses

Skills oriented

Process oriented

How did I implement it?

Pathways

Self-Planning

Pathways

Pathways

3D Interactive Storytelling

- In-Class Unity3D Basics
- Artist
- Programmer
- Level Designer
- Game Designer
- Academic
- Sound Engineer
- Tutorials
- Creator

IN-CLASS UNITY3D BASICS	460 points
ATTENDANCE	130 points
----------PATHWAYS----------	0 points
GAME DESIGNER PATHWAY	180 points
SOUND ENGINEER PATHWAY	230 points
ARTIST PATHWAY	260 points
PROGRAMMER PATHWAY	80 points
LEVEL DESIGNER PATHWAY	100 points
ACADEMIC PATHWAY	160 points
FREESTANDING TUTORIALS	300 points
----------OTHER OPTIONS----------	0 points
CREATOR	300 points
UNITY TOOLS	250 points

+ New Assignment | Options

REQUIRED COURSE ASSIGNMENTS — 480 points

ATTENDANCE & PARTICIPATION — 140 points

GAME DESIGNER PATHWAY — 180 points

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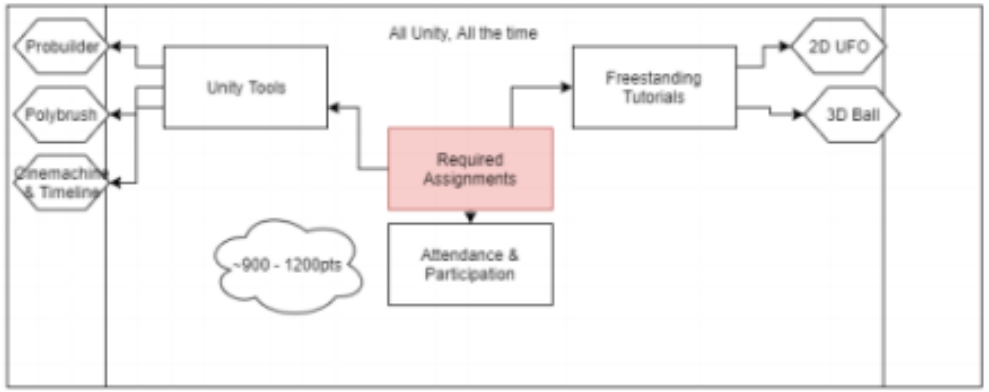
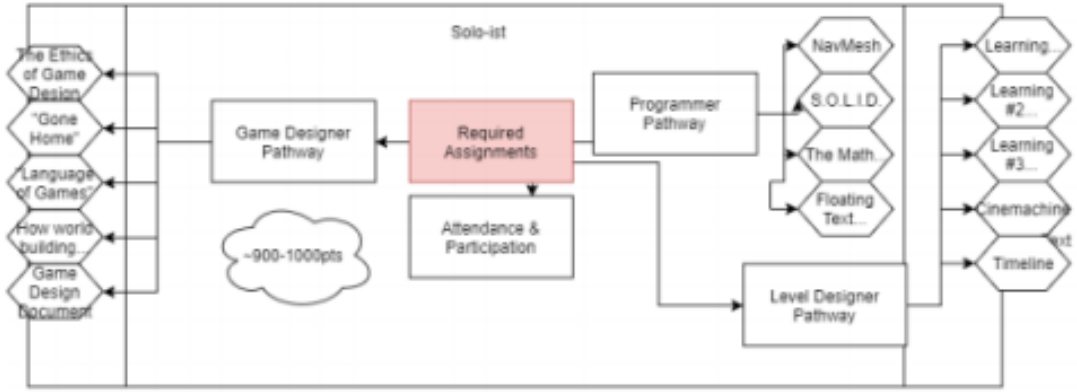
Name	Due	Max Points	Rubric?	Submissions	Grades	Options
The Ethics of Game Design	Tuesday, Dec 11, 2018, 12:00AM EST	20	Yes	5	5	
"Gone Home" and storytelling	Tuesday, Dec 11, 2018, 12:00AM EST	20	Yes	5	5	
"The Last Guardian and the Language of Games"	Tuesday, Dec 11, 2018, 12:00AM EST	20	Yes	5	5	
How World-Building Works	Tuesday, Dec 11, 2018, 12:00AM EST	20	Yes	4	4	
Game Design Document & Pitch	Tuesday, Dec 11, 2018, 12:00AM EST	100	Yes	3	3	

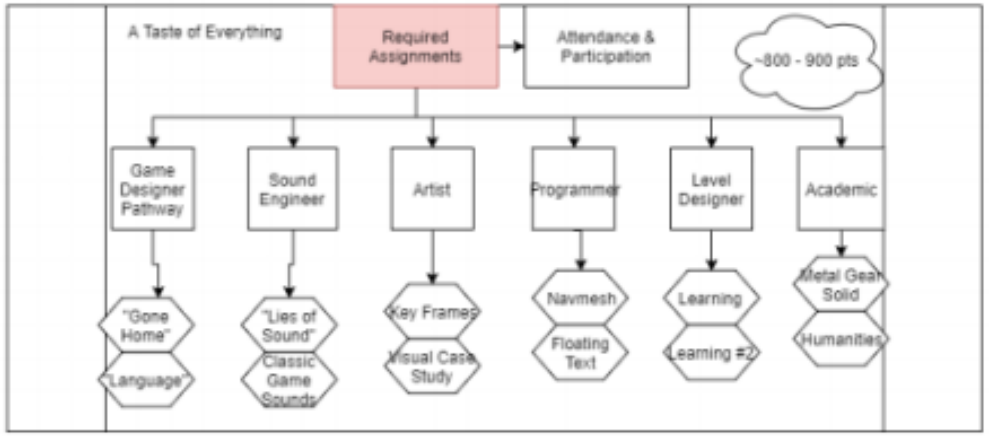
+ Add a New Assignment

SOUND ENGINEER PATHWAY — 230 points

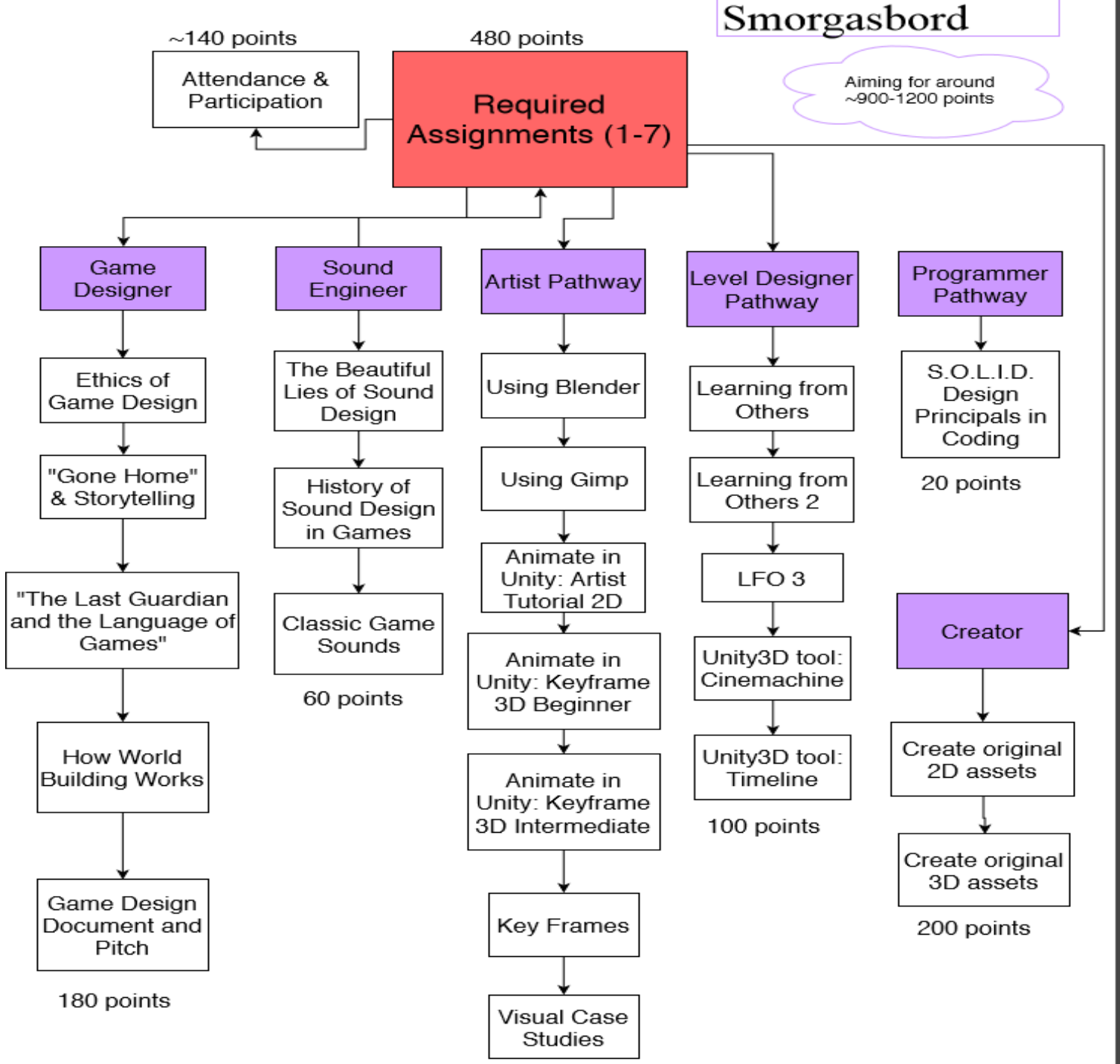
Self-Planning



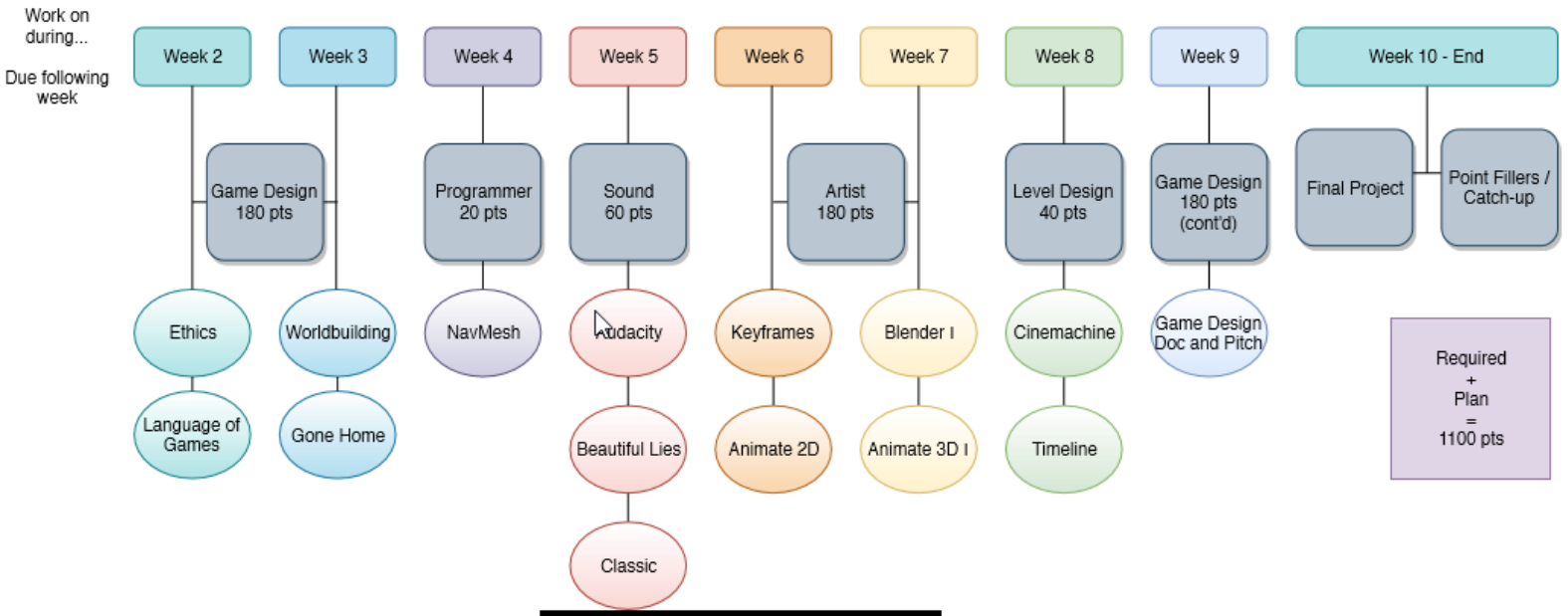




Self-planning



Self-planning



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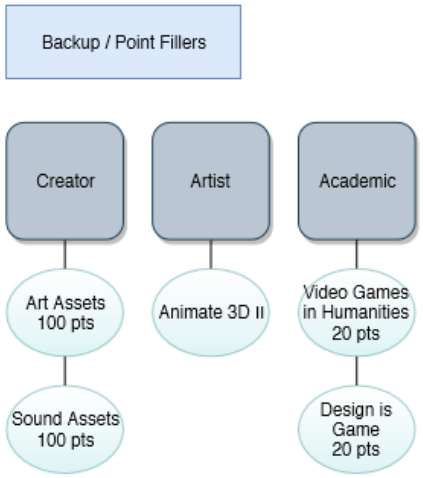


Goals:
How reasonable and feasible are the goals?

I think the goals are reasonable, as they follow roughly what we are covering in class that week, which I hope also aligns with the projects from scratch. I think there's a good mix of video tutorials/lectures and applications.

Main Strategy:
How reasonable and feasible is the main strategy?

It's feasible as long as I adapt and communicate if I'm struggling and need to swap out an assignment. I've tried to structure this based on what we cover in class, so that it feels like I'm applying what I learned in the assignment and reducing the chance for getting lost or completely stuck.

Backup Strategy: 5 Points
How reasonable and feasible is the backup strategy?

Writing comes easily to me, and I'm probably going to make my own assets anyway. I already do both of these things in my career. My plan is to use my back-up as "filler" points, to accommodate any sick days, or challenging assignments, etc. For the Animation part, I left that there in case I needed to learn it. It seems like a natural "what if" assignment.

Timeline: 5 Points
How reasonable and feasible is the timeline?

I honestly don't know, which is another reason I tried to align what I wanted to do with what we would be covering. I figure this would give me a better sense of time needed in that week, and give me a chance to adapt if needed.

How was it implemented ?

STUDENTS PLANNED THEIR OWN GOALS

COMMON THREAD THROUGH THE COURSE

GATED GRADES BEHIND MAJOR ASSIGNMENTS

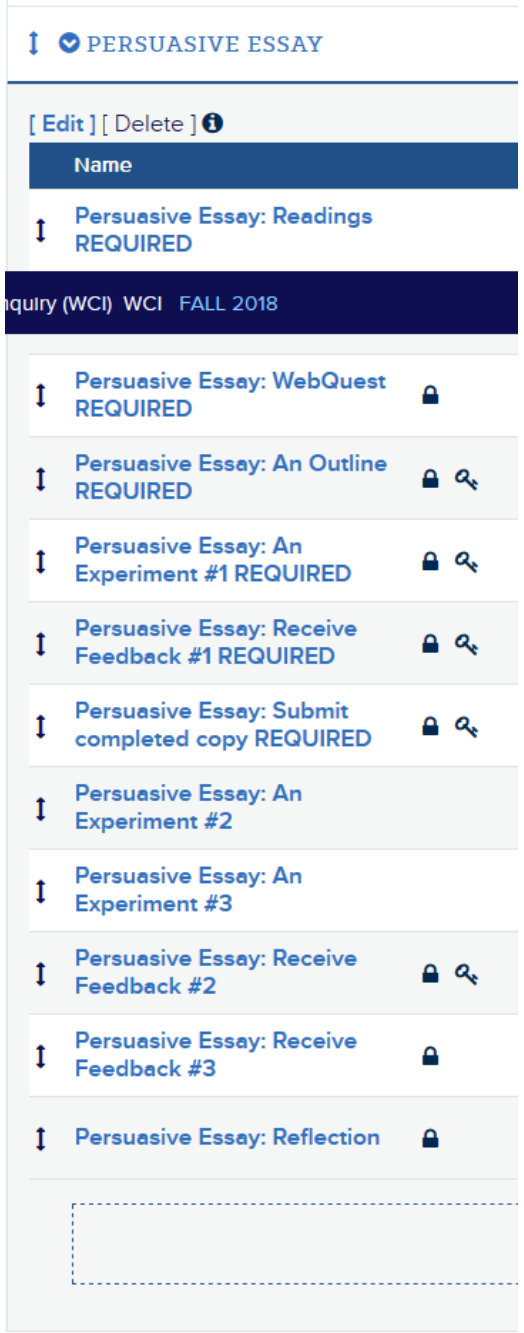
(breathe)

What does an assignment look like in Gradecraft?

How do I transform an existing assignment into Gradecraft?

Where can I learn more?

Imagining an Assignment



Imagining an Assignment

- How would you imagine your existing assignment(s) as a pathway?

Imagining an Assignment

- Share with BFF’s.

An Example

- (if internet works, use actual system)
- (if internet doesn’t work, use pictures)

Questions?

Further Reading

- https://drive.google.com/drive/folders/1VqdOvyzNVpvGA5HRbCbWP2SduGwoWNq8?usp=sharing

- https://bit.ly/2WMau8a

Works Cited

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