# Moodle for Motivating Learners



What you want to use (technology)

Which player type will this motivate?

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

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

Easy. Both online & offline are possible, also group assignments

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

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

OK. Use Group Assignments to collaborate No. Killers would like it if you used rank column in the gradebook as a leaderboard

Chat

Hold real-time text chat discussions with class Easy to set up, requires some effort to manage. You can save chat logs

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

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

Yes. collaborate & explore topics, online debates, or work small groups

OK. Provide clear task to be completed using the chat tool. and agreed ettiquette

Choice

Use for Learner decision making, voting and topic selection.

Easy. Define the options and whether you want to limit numbers per choice or not.

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

Can be used for

Place in groups based on choice then unhide new topics based on group s

Database is

research to be

Vote and Survey. Socialisers will enjoy seeing responses from others

Learners can read

other entries &

comment or rate.

OK. If there are no winners or right answers then it's not much fun. Set limits..first in wins

Database

Allow Learners to collect, share & search created artifacts

Tricky to set up.
Can be used for teacher to present info, better with Learner entries

teacher to present info, but better to let the Learners add to database.

Forum

presented in flexible ways.

Set up a series of formative

versatile & allows

(Change permissions)

Yes. Learners can debate, rate and

comment . You &

peers interact

entries, and comment, can be simple peer assessment.

First Place Forum
Discussions,
upload docs or
media

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

participation must be rated by teacher and /or peers. Upload files

assessment activities that involve discovery.

You need to

design learning

that allows for

asynchronously.

Learners can read other entries &

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

2nd Place Glossary
Use for learning
activities that
gather resources
or present info

settings are good. Set it so the author's name is shown.

Easy. Default

entries to the glossary to define terms or present information.

Learners add

Great to present

information with

inbuilt activities,

scena

Yes. Use as branched quiz, scenario, case

A very social tool.

comment or rate.

Learners can read other entries & comment or rate. Interaction is asynchronous.

**Lesson** Use for

Use for presenting branched info, includes activities

set up, make sure you plan the lesson first. Worth the effort.

It can be tricky to

inbuilt activities, progress bars and time limits.

s, scenario, case study, role play.

No. Lessons are solo activities.

Must include activities to earn highest score, also use timer to see who can finish 1st.

Quiz
Use to assess
learning,
formative or
summative.

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

Quiz can be timed & secure. Has essay, mc, true/ false, matching, & other questions.

OK. Use for self assessment.
Reward high-scorers with status as gurus.

for self
OK. Quizzes do
not involve any
interaction.
Follow up with a
gurus.
forum discussion

OK. They will be motivated to beat other people.

Wiki

Use to enable collaborative page creation.

Easy. A few things to learn about.

Decide on individual or collaborative

Yes. Provide structure for collecting information.

Wiki is versatile & can be used to present independent research.

Yes. Use in brainstorming, planning, collaborative writing.

Yes. Learners can debate facts & ideas. Allow editing by any participant.

Workshop
Use to collect,
assess & generate

peer review of

Learner work

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

Get some training.

Allows for peer assessing and teacher assessing.

Learners can explore other contributions and collect information.

Yes. Allows for peer assessing, nurturing and interaction.

Yes. Learners are in a position of competing and judging.

Great fit

Can work w/ some learning design

Not best tool for the job

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.

This poster is based on Bartle's Player Types. You will play multiple roles and will change the roles you play over time, but will have dominant methods of interacting.

#### Achievers

Players like acting

in the environment to be successful. They give themselves gamerelated goals, and vigorously set out to achieve them.

#### **Explorers**

Players like interacting with the environment. They try to find out as much as they can about the world around them.

#### Socialisers

Players like interacting.
They use communicative facilities as a context in which to interact with their fellow players.

#### Killers

Players like

acting on other players. They are Politicians. They Kill with kindness: Mother Hen. Or unkindness: tease, heckle. They like to dominate.



# Moodle for Motivating Learners





**Activity Reports &** 

Mark as complete

Checkboxes

(Feedback)

#### **Tips for Moodle Configuration**

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

- 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/ Apprentice/ Master/
- 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, e.g. Novice, Expert,
- Give access to bonuses or rewards to high performers e.g. 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 group leader, You now have access to the master level

Moodle Roles (Power, Status and Access)

- Add 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, participate, or provide support

Moo Profile Block - plugin (Status)

- Display winner of the week awards on the home page using Moodle Profile info e.g. "Highest Score" "Most helpful on forums"
- Make sure all learners have avatars or photos 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 e.g. 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 learners can find each others' work, e.g. topic name, special code
- Encourage peer-assessment, rating and commenting

## Make it Fun!



# **Site Admin**

- Enable Completion Tracking
- Enable group members only
- Allow ratings on forums and glossaries
- Hide unnecessary Gradebook defaults
- Add custom scales e.g. Stars
- Place My Badges block on My Home page
- Add new Roles e.g. 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 number s 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 <a href="www.moodle4educators.com">www.moodle4educators.com</a>
- www.cats-pyjamas.net
- www.somerandomthoughts.com
- www.moojoo.com.au
- www.trainmyteacher.com
- www.klevar.com







