FICTOR EMODI INDIA 2018

Gamification Of Moodle With Plugin

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Shivaji University: Brief Profile

Gamification

Plugin for Moodle Gamification

Gamification of Moodle With QuizVenture

Shivaji University-University of Hyderabad



Shivaji University

Shivaji University Kolhapur



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Gamification

Gamification presents instructional content using game-like elements to increase student engagement in the

learning process. Games-based learning

Games as a part of instruction



Gamification

"Gamification is the use of game thinking and game mechanics to engage users in solving problem" *Zichermann, Gabe; Cunningham, Christopher* (August 2011) Gamification by Design

"Gamification is used in applications and processes to improve user engagement, return on investment, data quality, timeliness, and learning" *Herger, Mario (May. 21, 2012). "Gamification Facts & Figures".*

"The use of game elements and game design techniques in non-game contexts." *Werbach, Kevin – Gamification MOOC 2012*

Online courses can be made more engaging, interactive and exciting for the learner's by inducing a small tint of Gamification.

Interactive Content – H5P

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Accordion Create vertically stacked expandable items

Agamotto Create a sequence of

images that gradually

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Arithmetic Quiz Create time-based arithmetic guizzes



Audio Recorder Create an audio recording



Chart

Quickly generate ba and pie charts



Drag and Drop Create drag and drop

tasks with images

..... -----......

Drag the Words

Create text-based drag and drop tasks

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Essav

Create essay with

instant feedback



.___

Fill in the Blanks

Create a task with missing words in a text



Find Multiple Hots...

Create many hotspots for users to find



Collage Create a collage of multiple images



Column Column layout for H5P

Content



Course Presentation

Create a presentation with interactive slides



Dialog Cards

Create text-based turning cards



Documentation To Create a form wizar

with text export



Find the Hotspot Create image hotspot for users to find







Iframe Embedder Embed from a url or a set of files



Image Hotspots Create an image with multiple info hotspots









Flashcards









Interactive games using questions, glossaries and quizzes.

Games include

•Hangman

Crossword

Cryptex

•Millionaire

Sudoku

Snakes and Ladders





Add an inventory of items to your course and let your students find items by exploring the activities.



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Level up!

Engage your students! Gamify your students' learning experience by allowing them to level up in their courses.



Motrain/Mootivated - Mobile Gamification

Motrain and Mootivated are personalized gamification platforms that reward employee/student effort for learning in Moodle. Virtual coins are awarded for working in Moodle and they can be spent at the discretion of the user.



Quizventure

Quizventure is an activity module that loads quiz questions from the course it's added to. The possible answers come down as space ships and you have to shoot the correct one.







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o Quiz





Demonstartion of Moodle Gamification

Students procastinating too much? Are they playing games instead of studying? Well now you can allowing them to do both at once! Quizventure is an activity module that loads quiz questions from t added to. The possible answers come down as space ships and you have to shoot the correct one.



Unit Test One

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Dr. Urmila Pol 🄊



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Total

Does gamification gives motivation to learning Process (In the Form of "chance to win, receive rewards or gain recognition")

19%

98%

10

52/53



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%



🏚 🖬 🔍 1:15 PM 🄱 Questionnaire Report - Mozilla Firefox 📶 Questionnaire Report 🗙 🕂 0 (i) 172.16.127.254/moodle/mod/questionnaire/report.php?instance=1&action=vall C Q Search ☆ Ê \equiv Dr. Urmila Pol 🧖 urpmoodle Q 4 9 What are the reasons that it motivates us more? -Navigation Total Response Average Freedom to fail **— 8%** 4 Award Gaining **——** 15% 8 Attractive Interface 27% 14 Interesting 50% 26 Total 98% 52/53 10 Rank gamification Average Total Response **8%** 4 low moderate **52%** 27 high **40%** 21 Total 98% 52/53 >

Students Experience Captured With Gamification



WordCloud & Sentiment Analysis In R



Sentiment is often framed as a binary distinction (positive vs. negative), but it can also be a more fine-grained, like identifying the specific emotion an author is expressing (like fear, joy or anger).

A word cloud is a graphical representation of frequently used words in a collection of text files. The height of each word in this picture is an indication of frequency of occurrence of the word in the entire text.

Conclusion



Thank You...!

