

# Gamification Assessment Surveys: Observations and Conclusions

## Observations:

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- Learning outcomes seem to be met by the specific game based on observation by myself, classroom instructor, and student feedback.
- Most students found the games to be “fun” or “engaging” (can’t please everyone). Both myself and classroom instructor observed students to be engaged.
- Timing is an issue.
- Instructions/rules need to be very, very clear.
- Most students like the competition aspect of the games.
- Most students like the collaborative aspect of the games.
- Instructors overall found the session useful to students and will come back for other “gamified” instruction.

## Conclusions

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- Timing needs to be reviewed and revised if necessary after each game is played.
- Rules need to be reviewed and revised if necessary after each game is played.
  - Be sure students know game mechanics and how to ask for help before game starts.
- Explore scaffolding difficulty of tasks with game structure.
- Develop marketing of gamified activities to other faculty by “word of mouth” campaign.
- Continue to assess.