Paradiso
Leader in E-Learning

Live Webinar:

LMS GAMIFICATION

5TH JULY, 2016

Host:

Sach Chaudhari

Founder / Technical Director

Paradiso Solutions

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Outline

- Why Gamification?
- What is Gamification?
- How to Gamify?
- DEMO
- Q & A

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Why Gamify?

Because …

Traditional e - Learning is boring

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Why Gamify?

Because… Games are FUN

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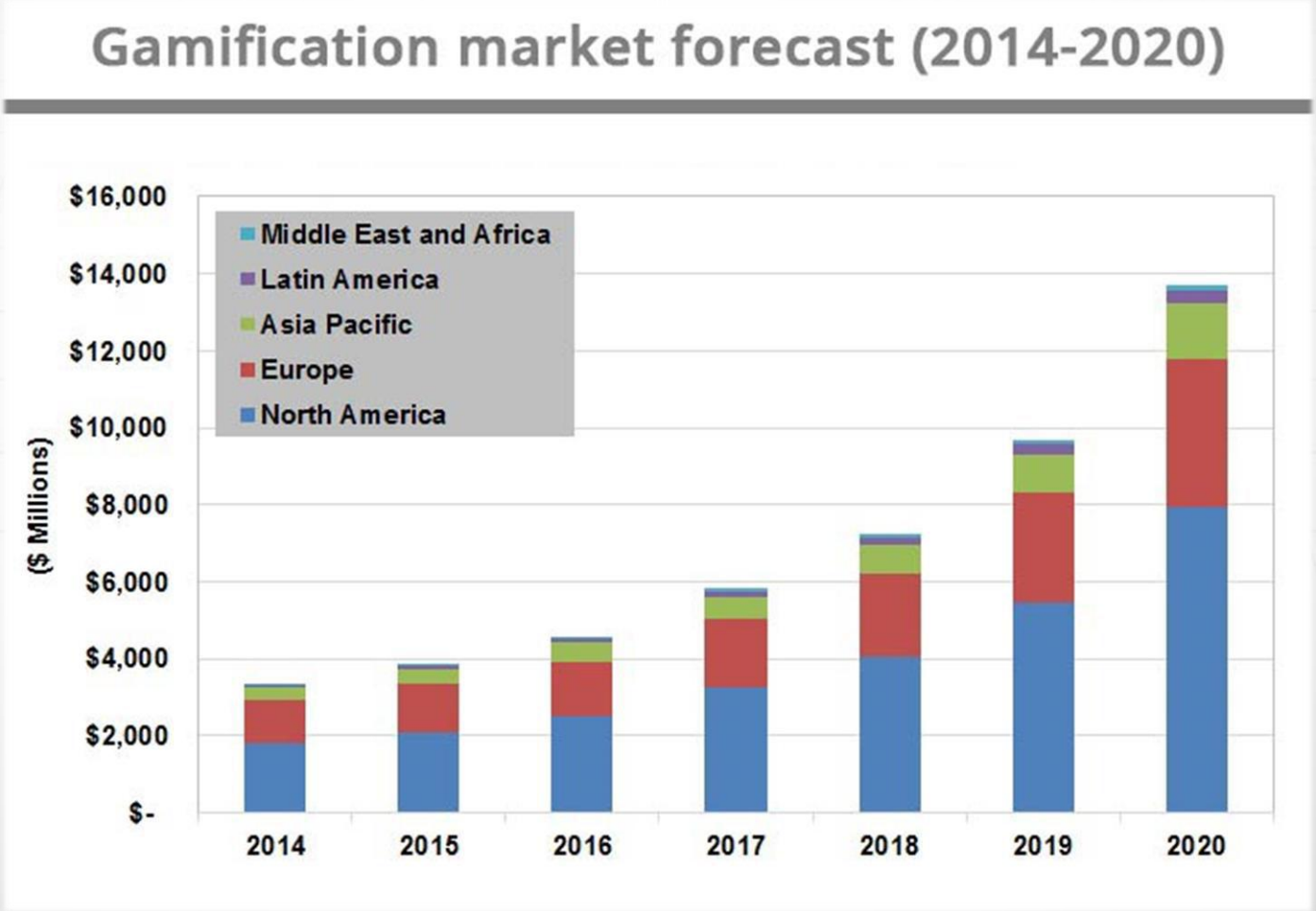
Why Gamify?



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Why Gamify?

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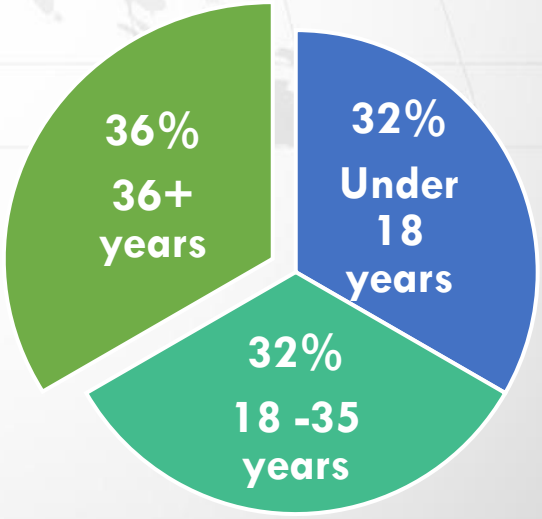
The average U.S. Household **OWNS AT LEAST ONE** dedicated game console, PC or smarphone

51%
of U.S. household OWNS a dedicated game console and
those that do, own an average of 2

58%
of Americans play video games

There are an average of **TWO GAMERS** in each game-playing U.S. household

The average age of game players is: **30**



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What is Gamification?

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Definition

*"….Gamification is the use of game **thinking** and game mechanics in **non-game** contexts …."*

Context = LEARNING

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Technology + Psychology = Gamification

Technology

Psychology

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Game Mechanics and Dynamics

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	Reward	Status	Achievement	Self Expression	Competition	Altruism
Points	●	●	●		●	●
Levels		●	●		●	
Challenges	●	●	●	●	●	●
Virtual Goods	●	●	●	●	●	
Leaderboards		●	●		●	●
Gifting & Charity		●	●		●	●

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How to Gamify?

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Gamification ≠ Write Games

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WHAT GAMIFICATION **IS NOT**

- IS NOT A GAME
- IS NOT JUST A BUZZWORD
- NOT JUST ABOUT POINTS & BADGES

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Game Mechanics

- **Badges**
- **Points**
- **Rewards**
- **Leaderboard**
- **Social – shares**
- **Simulation / Serious Games**
- **LMS skins**

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Badges

To Acknowledge Little Achievements

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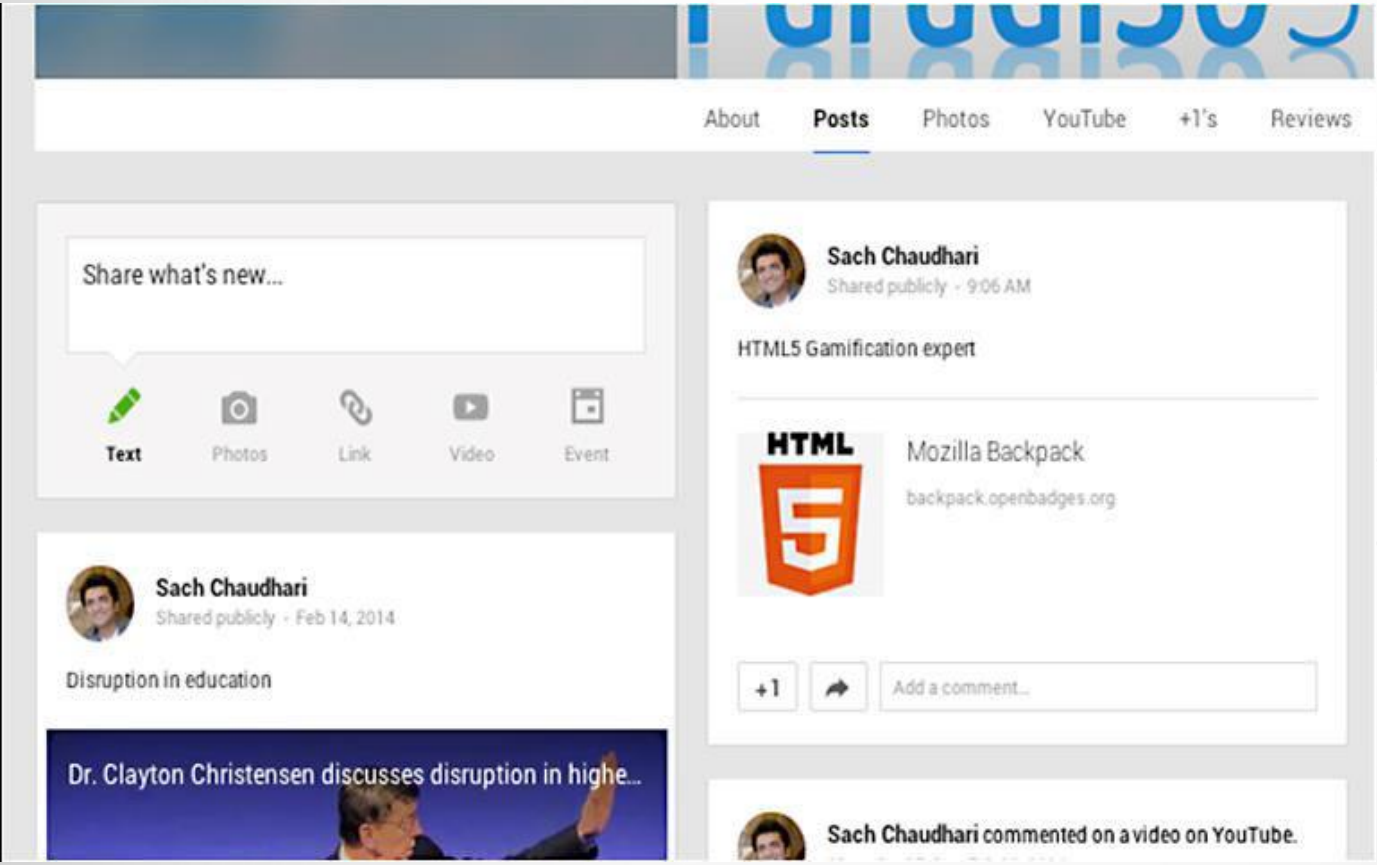
Sharing Achievements



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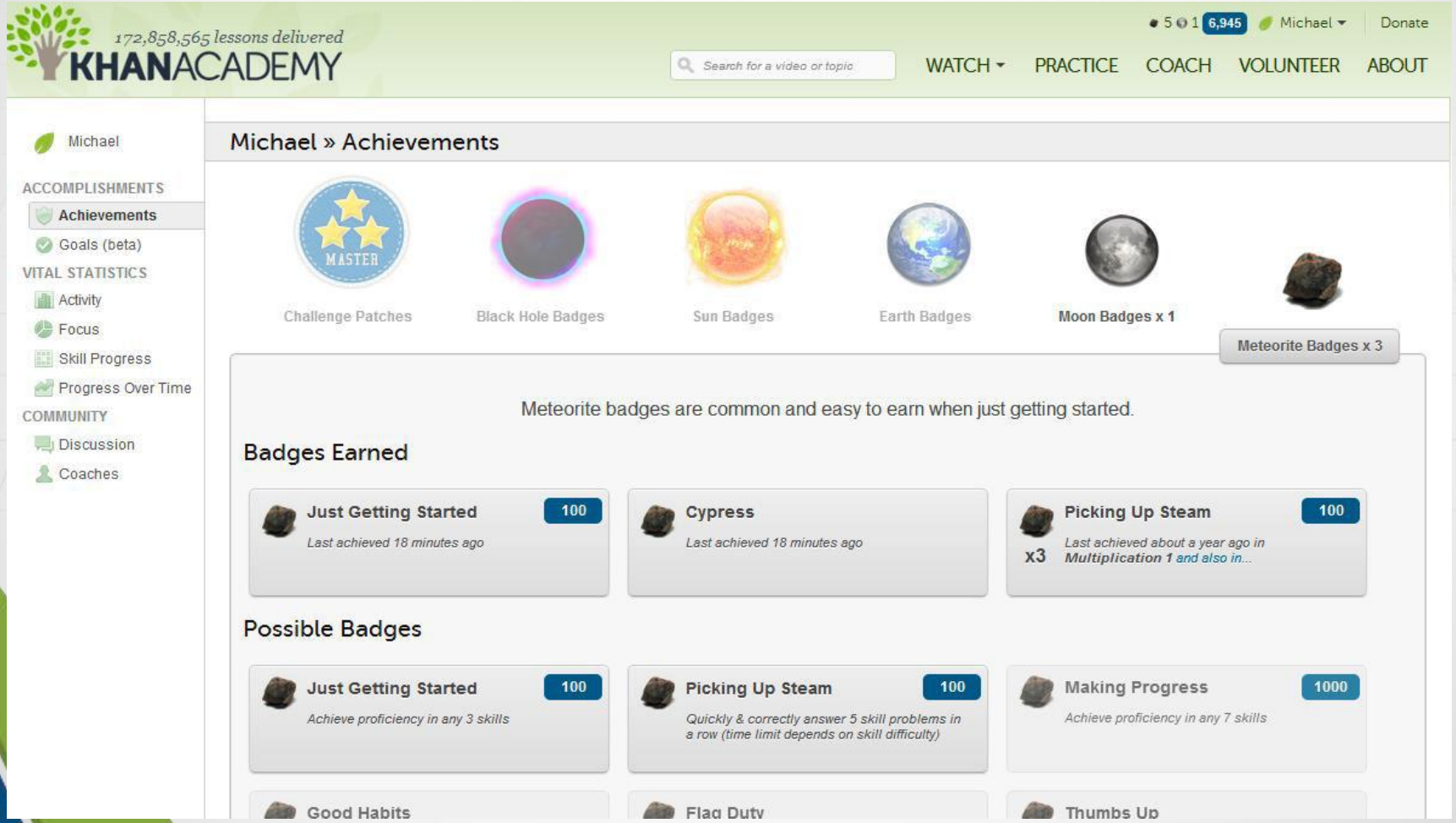
Gamification in Education



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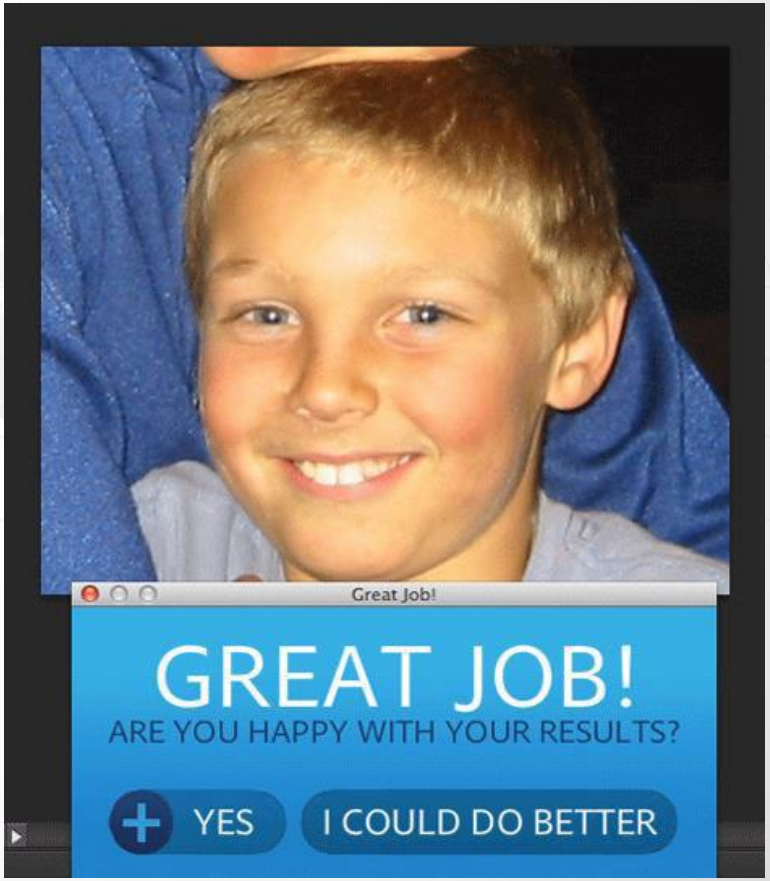
Adobe Level Up

- **Product Training**
- **Customer Training**
- **Challenge**
- **Points**
- **Sharing**



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Adobe Level Up - Share

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Leader board

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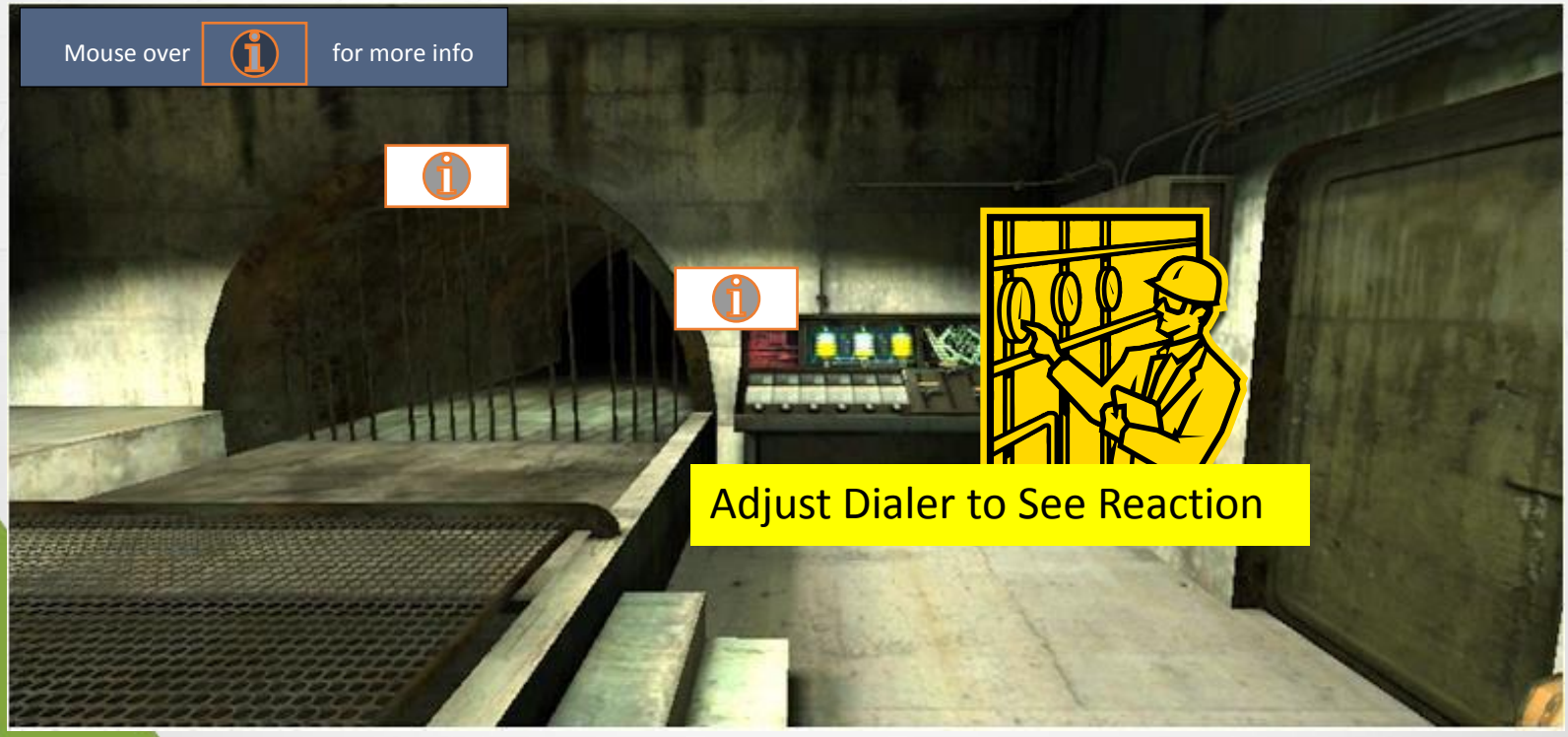
Simulation

- Safety training
- Financial training
- Military training
- Medical
- Leadership
- Management



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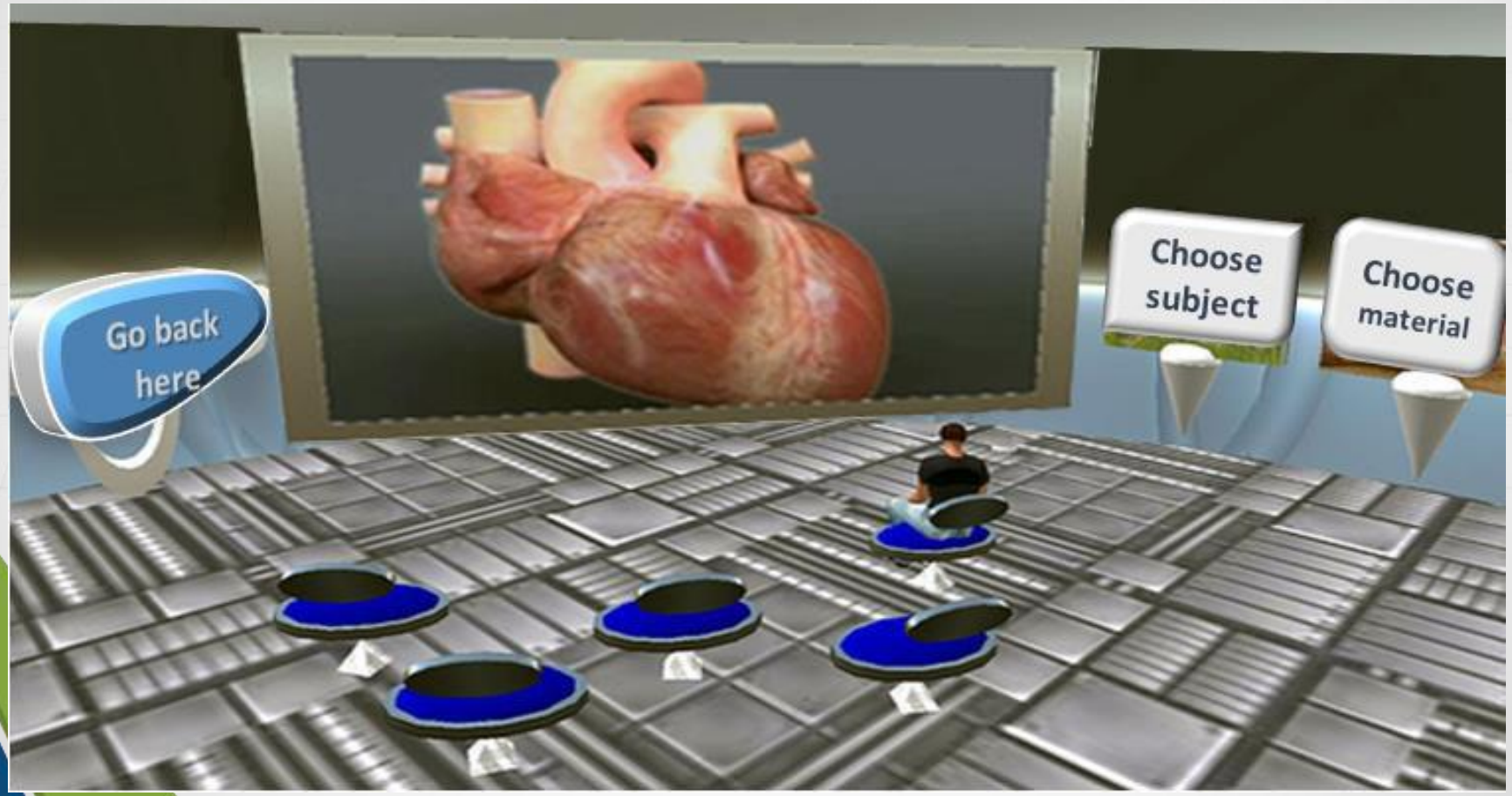
3D – Virtual World



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McDonald's Nintendo

2 Nintendo DS systems,
for each of their
3,800+ stores in Japan

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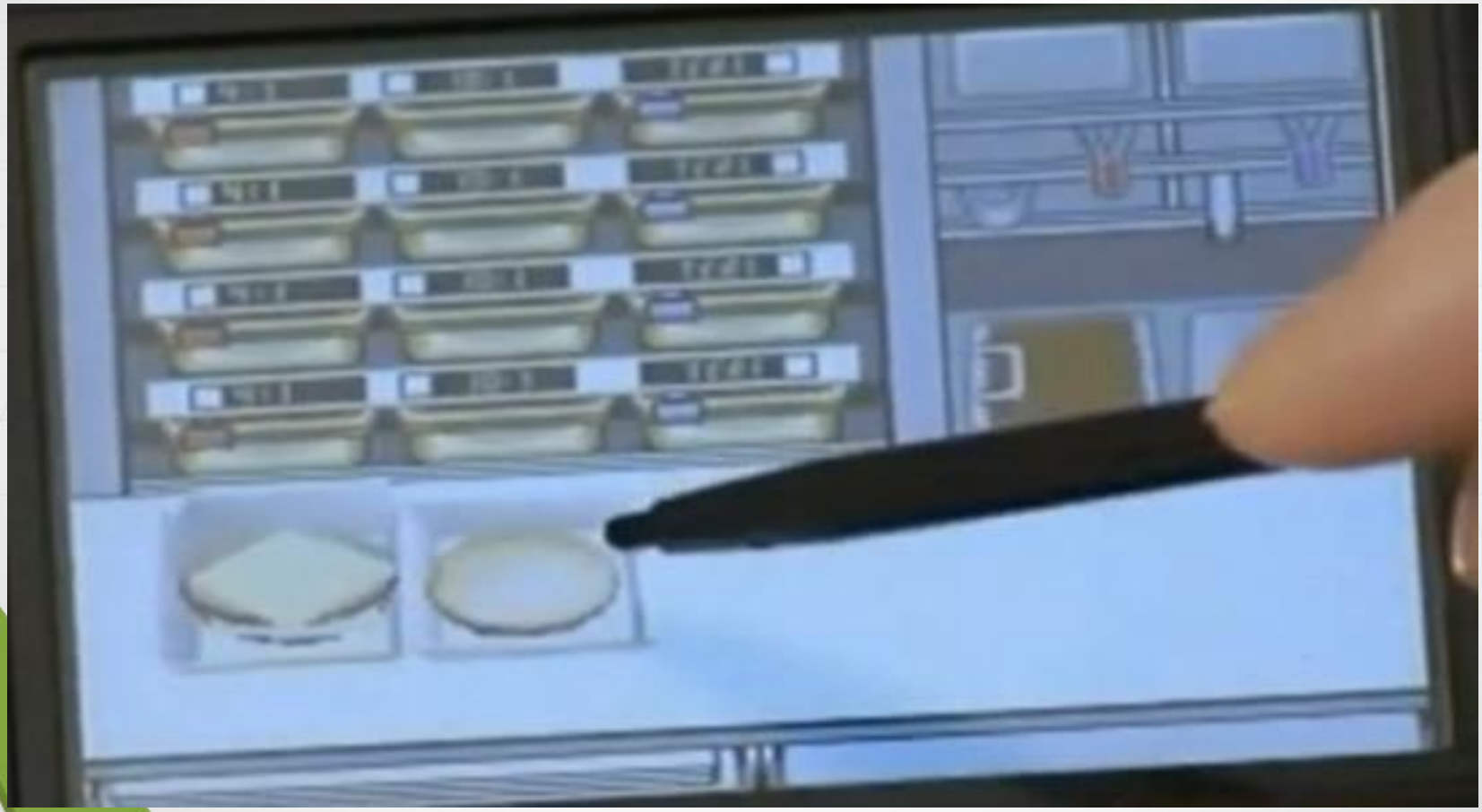
McDonald's Nintendo



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SAP SCN –
Power of Points, Badges and Levels

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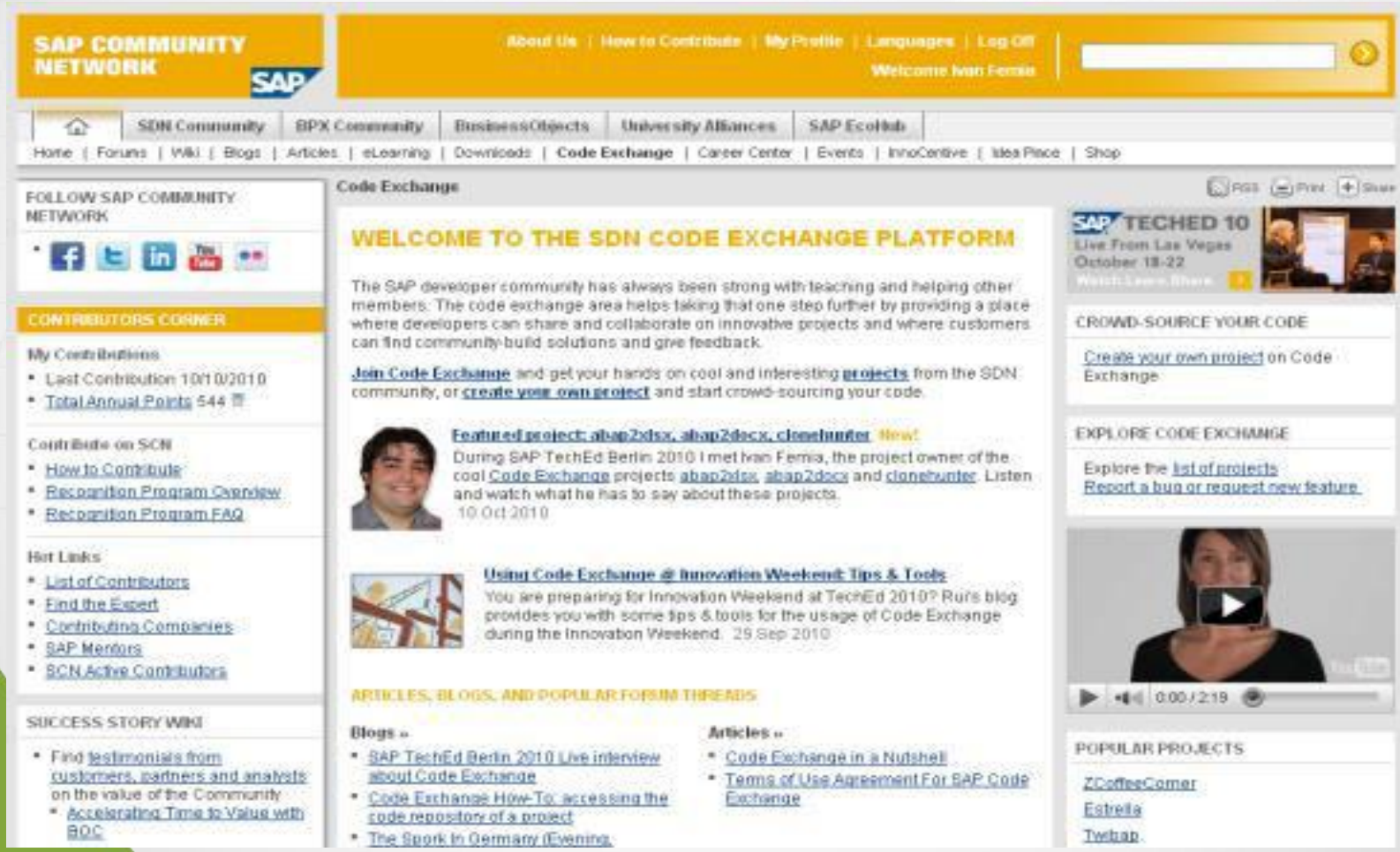

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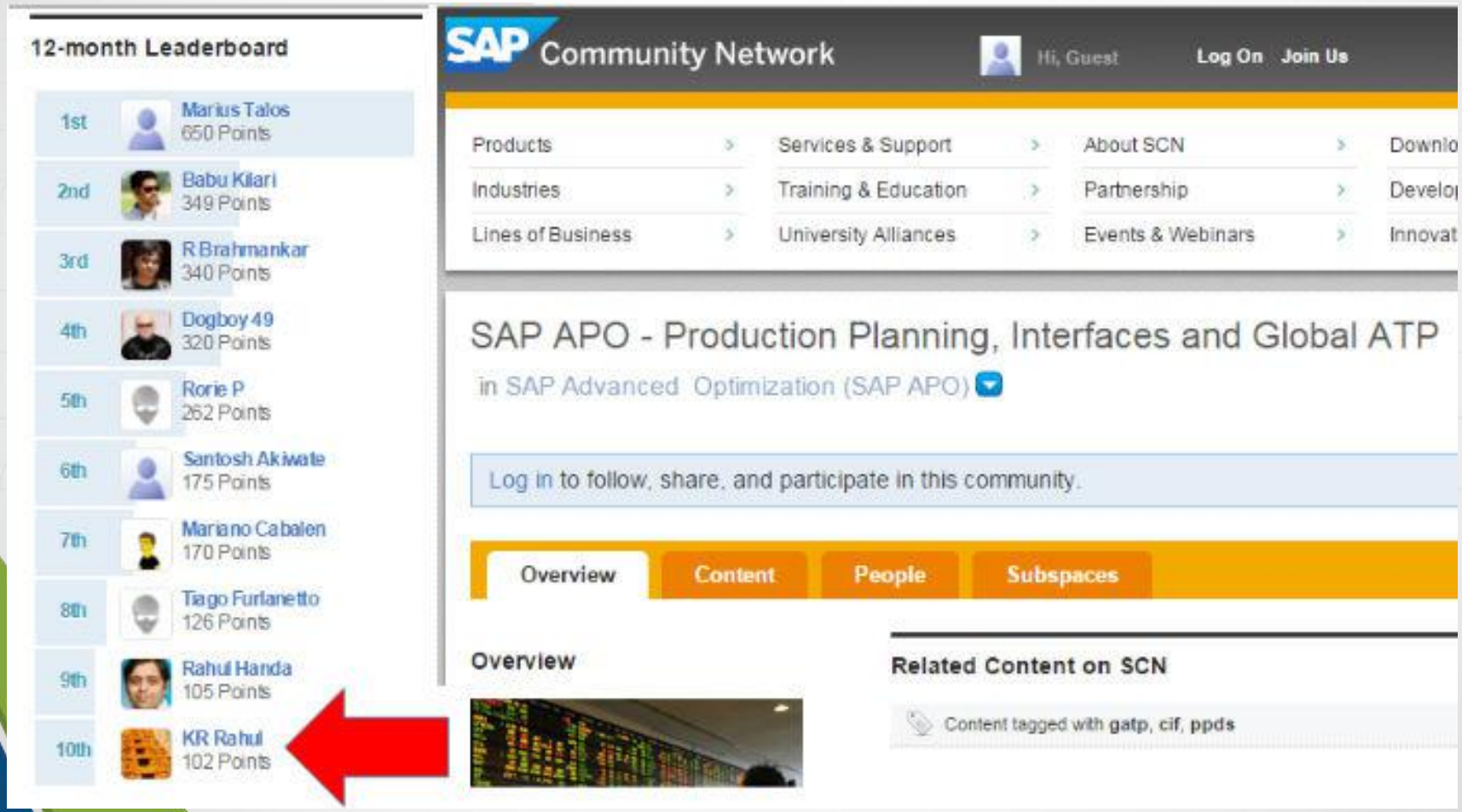
SAP SCN



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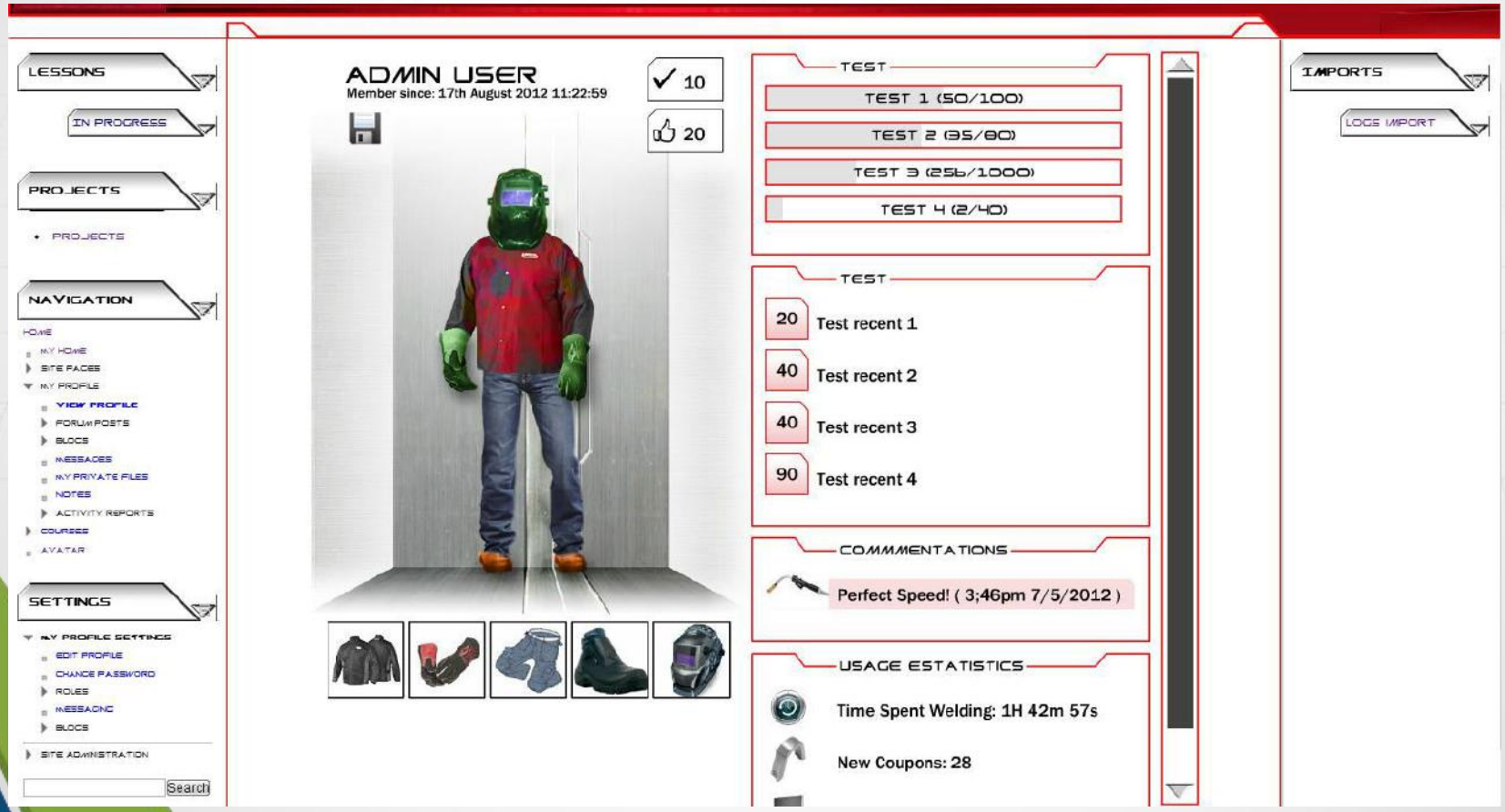
Avatar



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Leader Board

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Trigger/Action based games in LMS

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With triggers, achievements can be anything

- 10:10 on quiz
- Top score for team
- Most training in a week
- Most points in a week

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Trigger/Action based games in LMS

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Bring it to the real world!

Physical Rewards

Immediate Satisfaction

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Courses VS LMS

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Gamification of a course remains

<u>isolated</u> to the course…

Gamification in the LMS takes it to

ALL actions…

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Main Points - Summary

- Gamification is the way of thinking, not a tool or a process.
- 80/20 rule in selecting content.

When you need an out-of-the-box gamified LMS, then **Paradiso LMS** is an option

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Thanks for Attending!

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