### Moodle for Motivating Learners

#### Achievers
-**“I will search for treasure/reward”**

- **Ease of use:** How easy can this be set up by you?
  - Easy. Both online & offline are possible, also group assignments

- **Achiever Characteristics:**
  - Players like acting in the environment to be successful.
  - They use communicative facilities as a context in which to interact with their fellow players.

#### Explorers
-**“I will dig around for information”**

- **Ease of use:** How easy can this be set up by you?
  - OK. Assignments should encourage exploration of topics. Eg Web quests

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

#### Socialisers
-**“I will empathise with others”**

- **Ease of use:** How easy can this be set up by you?
  - OK. Use Group Assignments to collaborate

- **Socialiser Characteristics:**
  - Learners are motivated in different ways.
  - They use collaborative & explore topics, online debates, or work small groups.

#### Killers
-**“I want to beat other people”**

- **Ease of use:** How easy can this be set up by you?
  - No. Killers would like it if you used rank column in the gradebook as a leaderboard

- **Killer Characteristics:**
  - They use competitive tasks to encourage learners to outperform others.

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**What you want to use (technology)**

@moodlemuse

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**Performance Logs**

- Learners can read other entries & comment or rate. (Change permissions)
  - Learners can rate entries, and comment, can be simple peer assessment.

- Learners can rate entries, and comment or rate. Interaction is asynchronous.
  - Learners can read other entries & comment or rate. Must include activities to earn highest score, also use timer to see who can finish first.

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**Assignments**

- Use to collect, assess & provide feedback on assignments
  - Easy. Both online & offline are possible, also group assignments

- **Assignments Characteristics:**
  - Yes. Set clear online guidelines. Use Rubrics and marking guides, and deadlines

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**Chat**

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

- **Chat Characteristics:**
  - No. There are no points to be earned. Too unstructured

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**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.

- **Choice Characteristics:**
  - OK. The choice is good for self-assessment on knowledge of a topic

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**Database**

- Allow learners to collect, share & search created artifacts
  - Tricky to set up. Can be used for teacher to present info, better to let the learners add to database.

- **Database Characteristics:**
  - Can be used for teacher to present info, but better to let the learners add to database.

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**Forum**

- Discussions, upload docs or media
  - Easy. Forum has usable default settings. A name & description is enough.

- **Forum Characteristics:**
  - Forum participation must be rated by teacher and/or peers. Upload files

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**Glossary**

- Use for learning activities that gather resources or present info
  - Easy. Default settings are good. Set it so the author’s name is shown.

- **Glossary Characteristics:**
  - Learners add entries to the glossary to define terms or present information.

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**Lesson**

- Use for presenting branched info, includes activities
  - It can be tricky to set up, make sure you plan the lesson first. Worth the effort.

- **Lesson Characteristics:**
  - Great to present information with built-in activities, progress bars and time limits.

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**Quiz**

- Use to assess learning, formative or summative
  - Tricky & takes time. Set up quiz, then questions. Consider your categories.

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

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**Wiki**

- Use to enable collaborative page creation
  - Easy. A few things to learn about. Decide on individual or collaborative

- **Wiki Characteristics:**
  - You need to design learning that allows for exploration and autonomy.

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**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.

- **Workshop Characteristics:**
  - Allows for peer assessing and teacher assessing.

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**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.
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!

- 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 numbers for activities are shown on index page

Site Admin

- Enable Completion Tracking
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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 www.moodle4educators.com
- www.cats-pyjamas.net
- www.somerandomthoughts.com
- www.moojoo.com.au
- www.trainmyteacher.com
- www.klever.com

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 marks 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

Activity Reports & Mark as complete Checkboxes (Feedback)

- 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

Badges (Stuff)

- 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

Collapsed Topic Course Format – plug-in (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

Conditional Activities (Power, Access)

- 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

Label (Goal, Rules)

- 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

Groups (Power, Status, Access & stuff)

- 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

Moodle Roles (Power, Status and Access)

- 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

Moo Profile Block - plugin (Status)

- 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>

Page

- 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

Progress Bar – plugin (Status, Stuff)

- 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

Rubrics and Marking Guides (Rules)