A. Rey Villanueva, M.A. April 11th, 2018 Using iClicker Cloud to Gamify Your Class and Engage Your Students



Discuss the intent behind iClickerbased games and their use. Describe how I use iClicker in the class.

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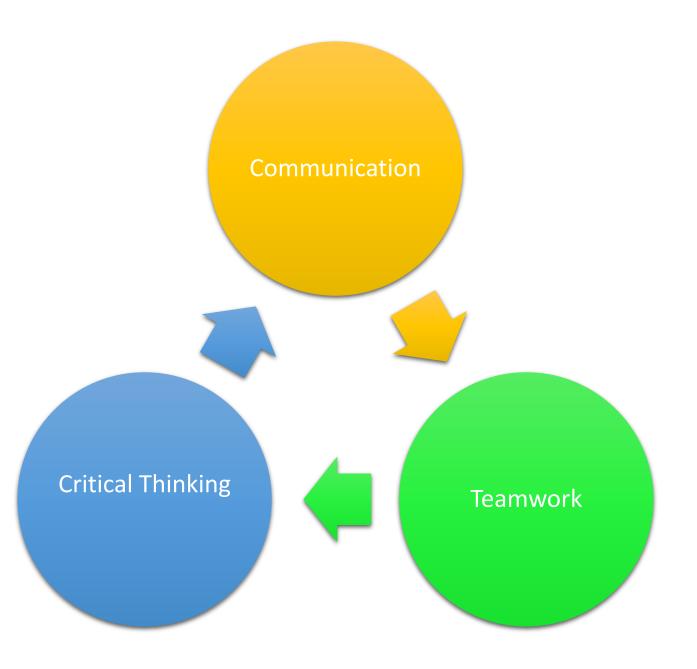
Suggestions and best practices for gamifying your class.

Objectives

When to Use a Game?

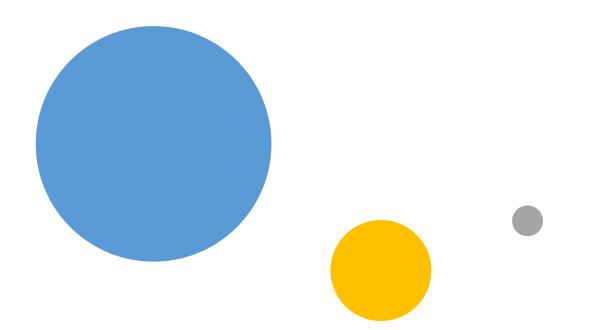


Why Gamify



Why Gamify

Something Different!



- Students use the app (REEF) exclusively.
 - This allows for a wider variety of question types, including short answer and target.

• Students work in groups.

• This appears to up the **competitiveness** of the exercise as a whole.

How I Use iClicker - Setup

Points for correct responses is set. For games with 'winners' 0 points for responding.

Polling Scoring Toolbar	
Changes to Scoring settings apply to all future sessions.	
Participation	Timer
Participants will earn 0 participation points when they respond to 100% of the questions	Count up from 0 seconds Polling does not end until manually stopped.
Performance	 Count down from 01:00 (min:sec) Polling ends automatically when time expires or when manually stopped.
Points for correct response: 5 Points for responding: 0	
Total possible points per question: 5	

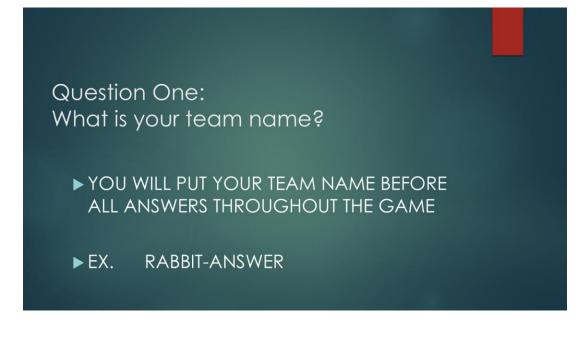
Count down is turned on. This allows you to go through more questions in the allotted class time.

- 1. Clear instructions on the powerpoint.
- This group setup encourages only **ONE** student to answer.
- I primarily use short answer questions for reviews, so this is especially necessary to limit the number of responses you need to review in real time.

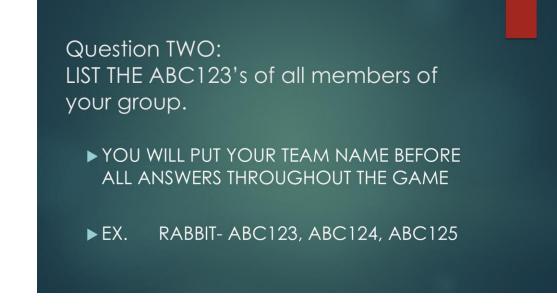
EXERCISE

- 1. Get into teams of roughly 5.
- 2. Choose one person to be your REPRESENTATIVE. They are the **only ones** that can answer.
- 3. They will answer through Reef (app).
- 4. All teams that get the answer right will get points.
- 5. Team with the most points wins.

- 2. Creation of a team name.
- Submitted on Reef
- Encourages a short-term group cohesiveness.
- Review names as they are coming in, as there are occasionally repeats.



- Have students list identifying information (names, University ID's, etc) of the group's members.
- I primarily look at this to see who grouped with whom.
- It's not the most savvy way to cross-reference attendance or participation.



- 4. Identify how much each question is worth.
- When using iClicker to grade and keep track of points, it makes most sense to keep all questions the same value.

ALL QUESTIONS ARE WORTH 5 POINTS

One minute countdowns. No exceptions.

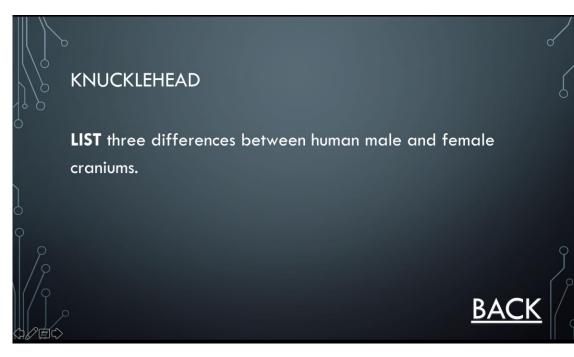
The top of the board is easiest, the bottom is hardest.

- 5. The Game Board
- I attempt to make it as colorful as possible, with categories that students will be intrigued by.

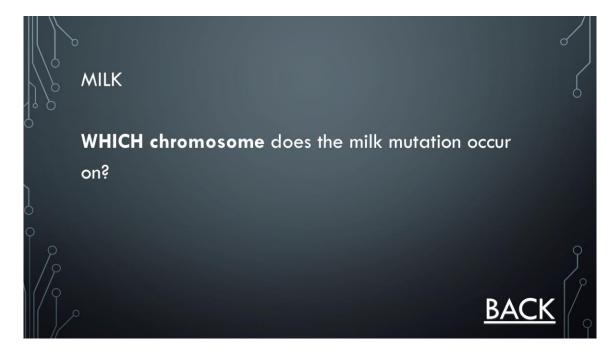
(puns)







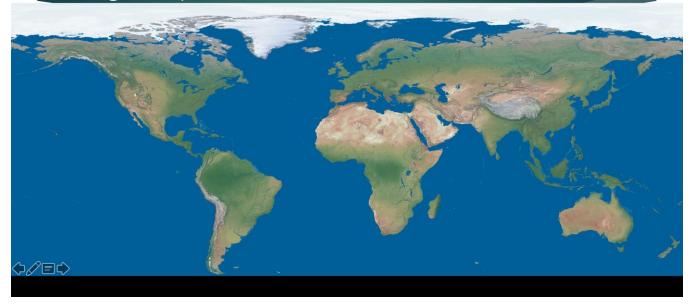
Smaller mastoid, less pronounced brow ridges, less muscle markings



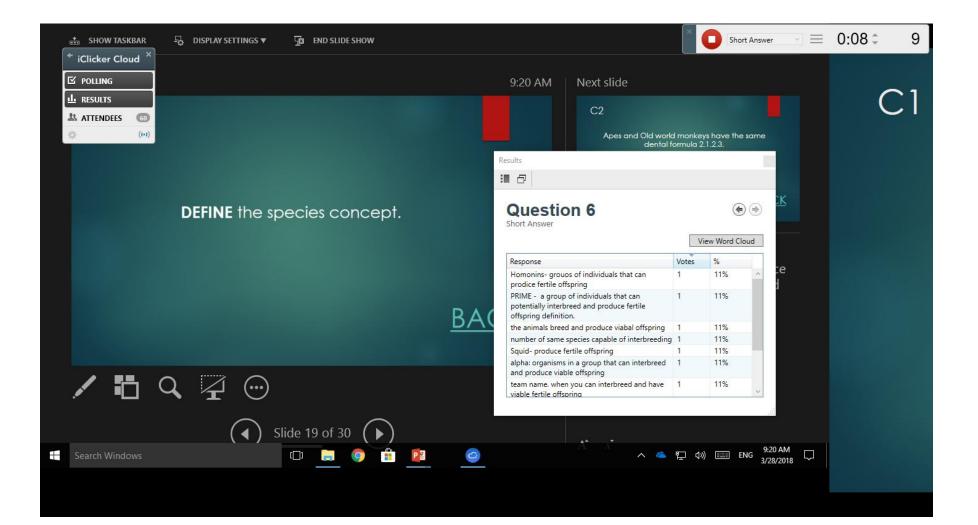
2nd chromosome

Question Examples

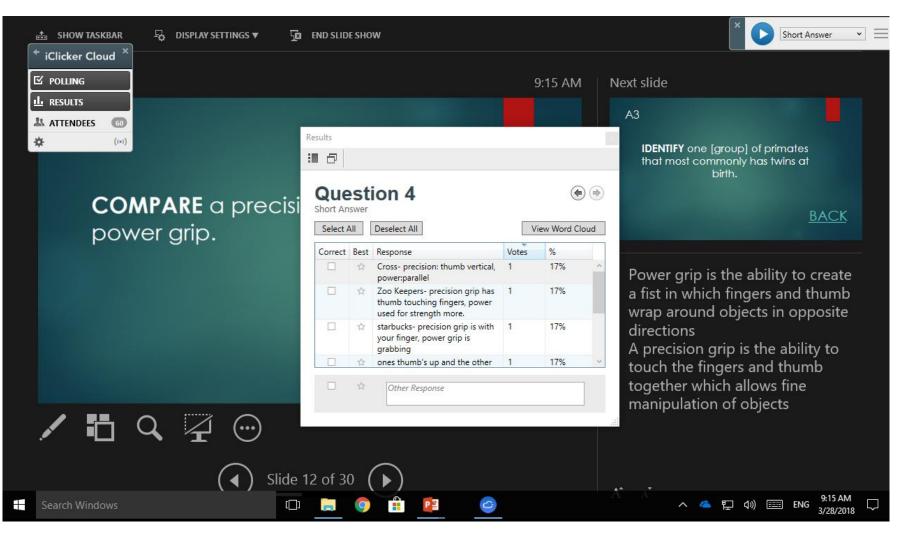
On this map, identify where the Gigantopithecus once lived.



Question Example

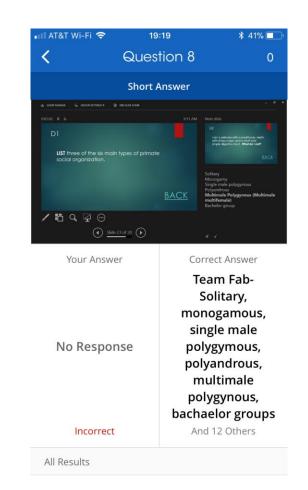


• Grade in Real Time



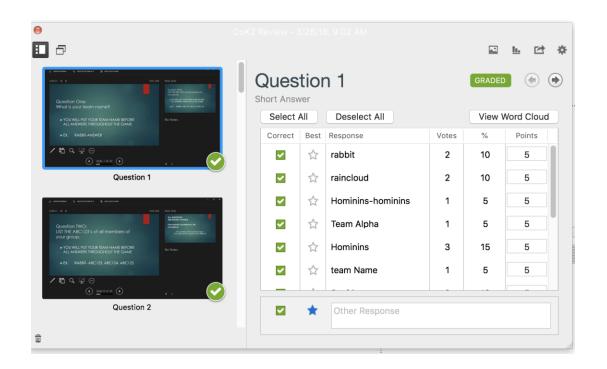
- Students respond.
- Instant feedback AND POINTS.

Question: List three of the six forms of primate social organization.



• Declaring the Winner

 Have to close the session and export it to identify who has the most points.



Student Response

Suggestions and Best Practices

What Type of Question?

REEF

• All question types are possible.

iClicker2 Remote

• For ease, multiple choice and number.

What Type of Question?

IN GROUPS/PAIRS

• All question types are possible.

Recommendation: Integrate more short answer.

INDIVIDUALLY

• All question types *except short answer*.

Recommendation: If appropriate, integrate variety (multiple choice, number, target).

The Gameboard

Important for students to see.

- Clearly visible
 - Powerpoint
 - Doc Cam

Where to get them.

- Create your own!
- Find and adapt templates.
 - <u>https://tekhnologic.wordpress.com</u>
 - https://www.rusnakcreative.com

The Questions

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If using powerpoint, more prep may be necessary to create slides and links to and from the game board.

Contact

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