GAME THEORIES THAT CAN BE APPLIED WHEN GAMIFYING

LUDIC PLAY

The act of engaging in playful activities or experiences that involve elements of fun, enjoyment, and creativity. It emphasizes the idea that playfulness is inherent in human behavior and can be applied to various contexts, not only for entertainment but also to enhance learning.

THE MAGIC CIRCLE

The metaphorical boundary that separates the fictional world of a game from the real world. Within this boundary, players willingly suspend disbelief and accept the rules and norms established by the game. The magic circle serves as a temporary escape from reality, allowing players to immerse themselves fully in the game's narrative and challenges. Can be used by instructor to tackle students skepsis towards games and play.

PLAYER TYPES

Framework by Marczewski used to categorize individuals based on their motivations and preferences in gamified systems. The framework identifies several player types, such as Achievers, Explorers, Socializers, and Killers, each representing different motivations and behaviors in gaming contexts. Understanding these player types can help designers tailor gamification strategies to better engage and motivate users based on their individual preferences.

GAME ELEMENTS AND MECHANICS MODELS

Frameworks used to analyze and understand the components and interactions within games. For example, the MDA model focuses on Mechanics (rules and systems), Dynamics (player actions and behaviors), and Aesthetics (emotional responses and experiences). Other models are the DMC model and the MAT model.

GAME TYPES

There are many different game types and game genres that can inspire the gamification of courses. Some genres/types are: action, RPG, platformer, simulation, sandbox, adventure, survival, sports, puzzle and fighting.

GAME DYNAMICS

Ecompasses what the learners are actually doing in the game. Are they moving a character around the screen? Are they collecting coins for correcly answering questions? Some dynamics include: allocating resources, building, chasing/being chased, collecting, dodging, exploring, matching, problem solving, racing, role playing, stealing, strategizing.