

Dungeons & Librarians



the Quest for Gamified Reading Promotion in Youth | November 21st – 25th



Kristiāna Caune
Valmieras bibliotēkas
Bērnu apkalpošanas nodaļas vecākā bibliotekāre

SPĒLISKOŠANA (*GAMIFICATION*) *ir*

Mērķtiecīga spēlēm raksturīgās loģikas, tehniku un estētikas izmantošana dažādu veidu aktivitātēs un procesos – mācību programmās, tīmekļa vietņu izveidē, darba vidē u. c.

SPĒLISKOŠANA *nav*

Spēļu elementi – nozīmītes, punkti, atlīdzības par sasniegumiem

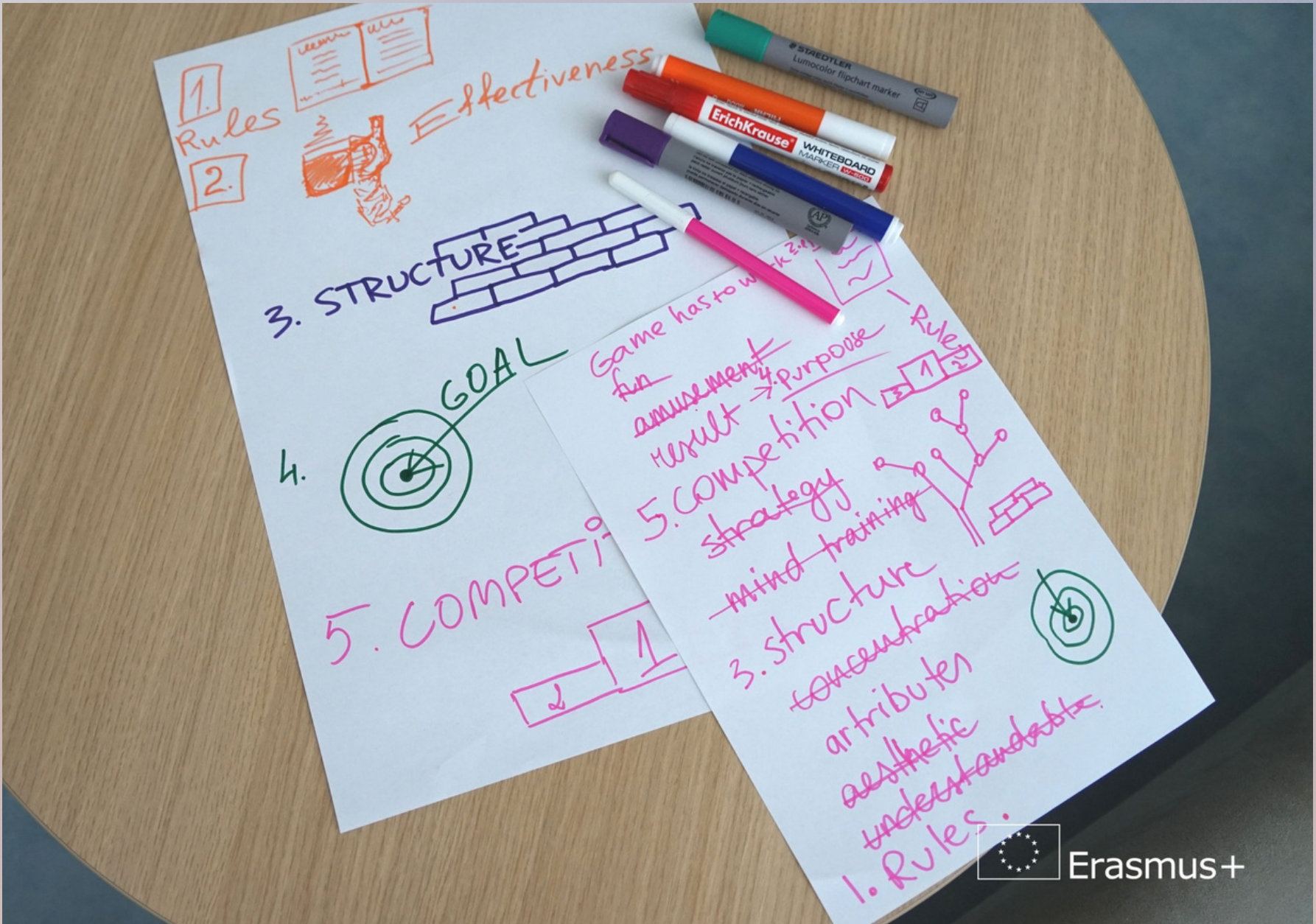
Jaunākā "modes lieta"

Ideāli piemērota katrai situācijai

Viegli izmantojama un izveidojama







LEGO SERIOUS PLAY





Maksas lietotne

"Actionbound"

izaicinājumu un izziņas spēļu un uzdevumu veidošanai un spēlēšanai mobilajās ierīcēs

Viktorīnas, misijas, GPS koordināšu izmantošana, punktu un atlīdzību sistēma, kvadrātkodi u. c.



Actionbound



Take students on real-world treasure hunts and guided walks

What is this?



- Actionbound is an app for playing digitally interactive scavenger hunts to lead the learner on a path of discovery.
- Publish your race to others and let students play it in the app with a mobile device as a tablet tour, scavenger hunt, paper chase, or treasure hunt for friends or professionally managed as a guided tour, at incentive events, for team building, or employee training.

Features



Quiz



Mission



Tournament



QR Code



GPS



Guide



Map



Compass



Rewards



Points



Countdown



Progress



Surveys



Evaluation



Feedback



Share



Indoors



Outdoors



Single Player



Groups

How can you use it?



Create in your browser.



Play it in the app.

You can use it for the treasure hunt, lesson activities, or group activities. It can offer students a different experience.



@CoraEdTech

Raidieraksts
"UNFOLDING
GAME DESIGN"



NEW YORK TIMES BESTSELLER

REALITY IS BROKEN



Why Games Make Us Better and How They Can Change The World

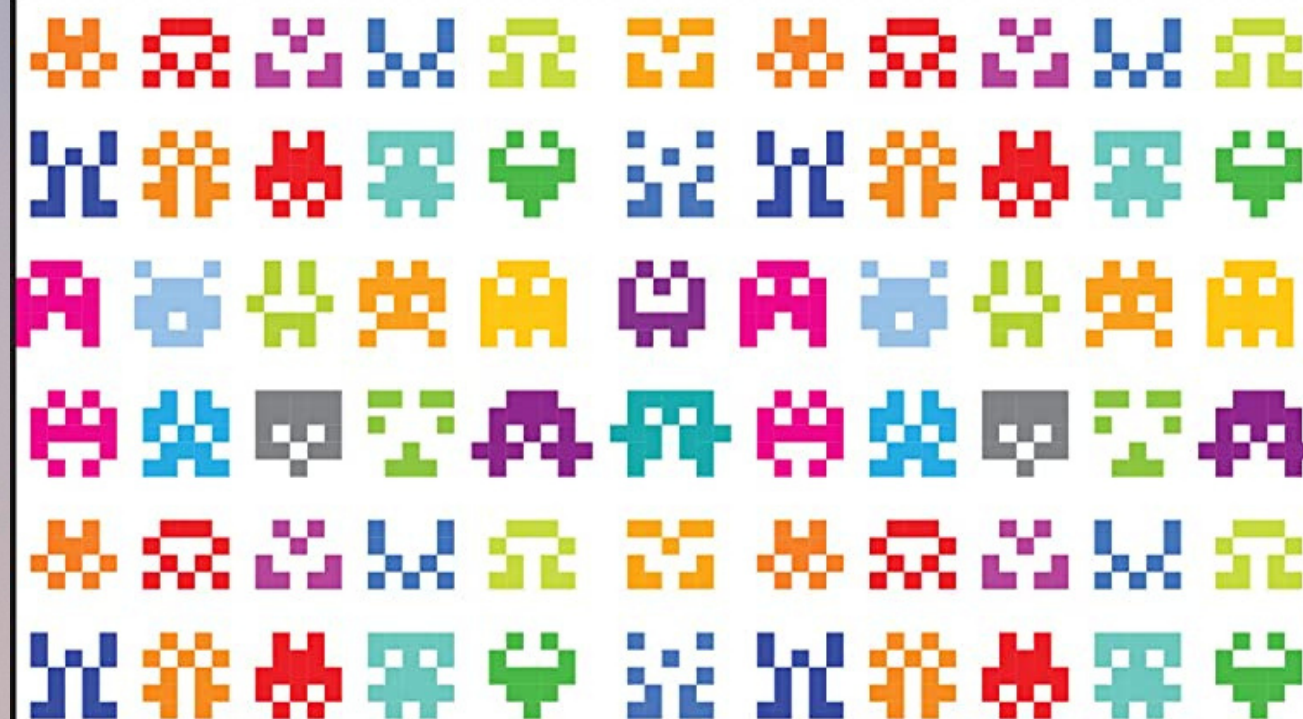
"A fascinating and provocative...manifesto that adds to our understanding of the appeal and potential power of digital games."—The Boston Globe



JANE MCGONIGAL

Pfeiffer

Essential resources for training and HR professionals



THE GAMIFICATION OF LEARNING AND INSTRUCTION

GAME-BASED METHODS AND STRATEGIES FOR TRAINING AND EDUCATION



KARL M. KAPP

Co-published with ASTD

Even Ninja Monkeys Like to Play

Gamification, Game Thinking & Motivational Design



Andrzej Marczewski