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Application of gamification principles to enhance delivery of research methods principles within Podiatry

Rob Howe, Anne Misselbrook and Mike Curran

The University of Northampton

Presentation at LLS Conference – 5th July 2016

Why?

- Traditionally Research Methods is difficult topic for Podiatry students to understand
- Student engagement was variable
- Evidence that students did not apply the Research Methods topics

"My reason for doing this is to try and look at alternative ways of delivering a potentially dry subject, with ability for the students to reflect on the statistics at a future date." Mike Curran.

Gamification is the application of game-design elements and game principles in non-game contexts

Some benefits for students

- Accessible all the time.
- A good revision tool.
- Short chunks of content on page – accessible without scrolling.
- Supports and motivates learners (Koivisto et al, 2014)
- Creates a ‘flow’ into the materials
- Enhances digital skills

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Demo

Statistics Knowledge Check

Level 1 - Basic concepts

Completion of this section will release the next level

Is it working? Feedback from students (n=33)

What worked for the students:

- Navigation
- Useful resource
- Great way to revise
- Accessible all the time
- Simple approach
- Playback ability
- Ability to revisit throughout the course
- Provided humour to conclude the test.

"I found tackling the Knowledge Check in 4 separate stages hugely useful and much more manageable than being exposed to a larger test. I found the separate stages less intimidating".

Lessons learnt

What the students would have liked:

- Face to face prior to the online session
- Hints for correct answer
- Feedback on why answers were wrong
- More context regarding statistics at the beginning and a link to further reading
- More basic introduction before the release of the content
- Higher quality video with content referring to Podiatry and a summary
- Subtitles on the video to accommodate the learners

Top five tips

1. Keep it sweet and simple throughout.
2. Cater for mixed ability and start at a low level
3. Gradual release of content.
4. Add relevant humour where appropriate.
5. Be prepared to try new methods of delivery

Final comment from tutor

"It is interesting to me how to blend the concept of e-packages with actual face to face teaching. I guess it is the future."
Mike Curran

What was the reward video?

https://www.youtube.com/watch?v=lDRrbHJZU1s

Questions?

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