

# Moodle for Motivating Learners



	What you want to use (technology)	Which player type will this motivate?	Achievers "I will search for treasure/reward"	Explorers "I will dig around for information"	Socialisers "I will empathise with others"	Killers "I want to beat other people"
	<b>Ease of use</b> How easy can this be set up by you?					
<b>Assignment</b> Use to collect, assess & provide feedback on assignments	Easy. Both online & offline are possible, also group assignments	Yes. Set clear guidelines . Use Rubrics and marking guides. and deadlines	OK. Assignments should encourage exploration of topics. Eg Web quests	OK. Use Group Assignments to collaborate	No. Killers would like it if you used rank column in the gradebook as a leaderboard	
<b>Chat</b> Hold real-time text chat discussions with class	Easy to set up, requires some effort to manage. You can save chat logs	No. There are no points to be earned. Too unstructured	OK. Chat is versatile. Can be used as a formative assessment task	Yes. collaborate & explore topics, online debates, or work small groups	OK. Provide clear task to be completed using the chat tool. and agreed etiquette	
<b>Choice</b> Use for Learner decision making, voting and topic selection.	Easy. Define the options and whether you want to limit numbers per choice or not.	OK. The choice is good for self – assessment on knowledge of a topic	Place in groups based on choice then unhide new topics based on group s	Vote and Survey. Socialisers will enjoy seeing responses from others	OK. If there are no winners or right answers then it's not much fun. Set limits..first in wins	
<b>Database</b> Allow Learners to collect, share & search created artifacts	Tricky to set up. Can be used for teacher to present info, better with Learner entries	Can be used for teacher to present info, but better to let the Learners add to database.	Database is versatile & allows research to be presented in flexible ways.	Learners can read other entries & comment or rate. (Change permissions)	Learners can rate entries , and comment, can be simple peer assessment.	
<b>Forum</b> Discussions , upload docs or media	Easy. Forum has usable default settings. A name & description is enough.	Forum participation must be rated by teacher and /or peers. Upload files	Set up a series of formative assessment activities that involve discovery.	Yes. Learners can debate, rate and comment . You & peers interact asynchronously.	Yes. By meeting criteria you earn status. Group icons for expert novice etc.	
<b>Glossary</b> Use for learning activities that gather resources or present info	Easy. Default settings are good. Set it so the author's name is shown.	Learners add entries to the glossary to define terms or present information.	You need to design learning that allows for exploration and autonomy	Learners can read other entries & comment or rate. A very social tool.	Learners can read other entries & comment or rate. Interaction is asynchronous.	
<b>Lesson</b> Use for presenting branched info, includes activities	It can be tricky to set up, make sure you plan the lesson first. Worth the effort.	Great to present information with inbuilt activities, progress bars and time limits.	Yes. Use as branched quiz, scenario, case study, role play.	No. Lessons are solo activities.	Must include activities to earn highest score, also use timer to see who can finish 1 <sup>st</sup> .	
<b>Quiz</b> Use to assess learning, formative or summative.	Tricky & takes time. Set up quiz, then questions. Consider your categories.	Quiz can be timed & secure. Has essay, mc, true/false, matching, & other questions.	No. Too linear. You could use Q & A forums instead.	No. Quizzes do not involve any interaction. Follow up with a forum discussion	OK. They will be motivated to beat other people.	
<b>Wiki</b> Use to enable collaborative page creation.	Easy. A few things to learn about. Decide on individual or collaborative	Yes. Provide structure for collecting information.	Wiki is versatile & can be used to present independent research.	Yes. Use in brainstorming, planning, collaborative writing.	Yes. Learners can debate facts & ideas. Allow editing by any participant.	
<b>Workshop</b> Use to collect, assess & generate peer review of Learner work	Tricky. Decide on individual & group settings. Can be hard to master. Get some training.	Allows for peer assessing and teacher assessing.	Learners can explore other contributions and collect information.	Yes. Allows for peer assessing, nurturing and interaction.	Yes. Learners are in a position of competing and judging.	



- Great fit
- Can work w/ some learning design
- Not best tool for the job

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.

**What player type am I?**  
You will play multiple roles and will change the role you play in a group over time, but will have a dominant method of interacting. Based on Bartle's Player Types.

**Achievers**  
Players like acting in the environment to be successful. They give themselves game-related goals, and vigorously set out to achieve them.

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

**Socialisers**  
Players like interacting. They use communicative facilities as a context in which to interact with their fellow players.

**Killers**  
Players like acting on other players. They are Politicians. They Kill with kindness: Mother Hen or unkindness : tease, heckle. They like to dominate.



Moodle core features and plugins

## Activity Reports & Mark as complete Checkboxes (Feedback)

### 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 mark 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

## Badges (Stuff)

- 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

## Collapsed Topic Course Format – plug-in (Access)

- 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

## Conditional Activities (Power, 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 .

## Gradebook (Feedback)

- Use custom scales to add STARS or status levels e.g. Novice/ Apprentice/ Master/
- Show learners how to find their User report in the Gradebook
- A simple accurate Gradebook is the best feedback of course progress

## Groups (Power, Status, Access & stuff)

- 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, eg Novice, Expert,
- Give access to bonuses or rewards to high performers eg a cool video based on group membership

## Label (Goal, Rules)

- 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

## Moodle Roles (Power, Status and Access)

- Add custom role name s 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, or participate, provide supports etc

## Moo Profile Block - plugin (Status)

- Display winner of the week awards on the home page using Moodle Profile info eg “ 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

## Page

- 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>

## Progress Bar – plugin (Status, Stuff)

- 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 eg punctual, polite, creative, and underpinning skills

## Rubrics and Marking Guides (Rules)

- 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

## 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 learner’s can find each other’s work, eg topic name, special code
- Encourage peer-assessment, rating and commenting

## Make it fun!

Badge generator: <http://thetural.com/wow/>



## Site Admin

- Enable Completion Tracking
- Enable group members only
- Allow ratings on forums and glossaries
- Hide unnecessary Gradebook defaults
- Add custom scales eg Stars
- Place My Badges block on My Home page
- Add new Roles eg 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

## Motivating Tweeters to Follow

@catspyjamasnz  
@ghenrick  
@gamerlearner  
@moodlemuse  
@sthcft  
@moodleman  
@vinnystocker

## Need more Moodle help?

- Linked In - Moodle for Motivation Group <http://linkd.in/Zez8wW>
- Community Forums at [www.moodle.org](http://www.moodle.org)
- Teacher support at [www.moodle4educators.com](http://www.moodle4educators.com)
- [www.cats-pyjamas.net](http://www.cats-pyjamas.net)
- [www.somerandomthoughts.com](http://www.somerandomthoughts.com)
- [www.moojoo.com.au](http://www.moojoo.com.au)
- [www.trainmyteacher.com](http://www.trainmyteacher.com)
- [www.klevar.com](http://www.klevar.com)

