

A close-up photograph of two dice, one yellow and one blue, stacked on a surface that appears to be a map or a game board. The background is blurred, showing various colors and textures. The text is overlaid on the left side of the image.

**GAMIFICATION IN
HIGHER EDUCATION AT
THE UNIVERSITY OF
PORTSMOUTH LONDON
CAMPUS**

**DR DON SAMUEL
COURSE LEADER
MSC PROJECT
MANAGEMENT**

MY JUSTIFICATION FOR USING GAMIFICATION IN THE CLASSROOM

Biggs, Tang and Kennedy 2022 ► Chapter 6 | Page 94:

- “Constructive comes from the constructivist theory that learners construct their knowledge through their own activity, interpreting input through their already learned structures and concepts”.
- Shuell (1986) states: “If students are to learn desired outcomes in a reasonably effective manner, then the teacher’s fundamental task is to get students to engage in learning activities that are likely to result in their achieving learning outcomes...what the student does is more important than what the teacher does”

Marinensi, Lallo, Matteis, Pizolli, and Carbonell 2024 ► Pages 7, 18 and 19:

- “The findings indicate that this research field (GFL) is still evolving and exhibits a high degree of diversity, both in terms of implementation approaches and research methods”
- “The variety appears to be a strength (indicating the flexibility and adaptability of GFL) but also a weakness (requiring time to be properly designed and implemented”
- “Finally, the current evolution of gamification research, exploring the potentiality of artificial intelligence, could also provide beneficial insights and solutions to be applied in GFL”

Strategic Goal: At the London Campus we currently use Flipped Learning. I am now taking it one step further by introducing Gamified Flipped Learning (GFL).

No.	Name of the Game	Description
1	Lego Serious Play - Group Work Game	This game uses Lego Serious Play to teach students about group work and the associated group dynamics, i.e., Forming, Storming, Norming and Performing. Dr. Don's Original STOP philosophy is included.
2	Sustainability Bingo Card Game	In this game students fill out a bingo card to determine global organizations which use any or all of the 17 United Nations Sustainable Development Goals.
3	Spin the Wheel Academic Ethics Game	This game lets students pick an ethical scenario and determine how they will navigate the scenario using a moral compass.
4	Communication Game	This game tests the students' ability to communicate an idea successfully to their peers.
5	EDI Live Action Film Game	This game allows the student to produce a short film that portrays discrimination and the potential solutions.

DR DON SAMUEL'S ORIGINAL GAMIFICATION PACK

Scan QR Code to download the complete 10-game pack at Figshare.

Thus far there have been 78 views and 10 downloads.



No.	Name of the Game	Description
6	Lego Serious Play – Contracts Game	This game uses Lego Serious Play to teach students about the design and fulfilment of construction contracts.
7	Construction Management Career Card Game	In this game students act as HR in strategically developing job descriptions based on the initial requirements and then alter based on wild cards.
8	Strategic Management Crossword Game	This online game tests uses a series of 5 crosswords to help students remember key terms in strategic management.
9	Project Management Card Game	This game uses cards to teach students about the 10 key areas in project management. Students align and rank 10 PM Area Cards with 10 Action Cards and 20 Artefact Cards.
10	Project Management Memory Game	This game tests students' memory of 12 key areas in project management. Students select pairs of matching cards until all pairs are shown on the screen.

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FEEDBACK FROM UNIVERSITY OF PORTSMOUTH LONDON STAFF

Game 2: Sustainability Bingo Card Game

- Toni: Yes indeed, it was an enjoyable and a very interactive session, which contributed and enhanced the UoPL ABL approach.

Game 3: Spin the Wheel Academic Ethics Game

- Deb: I invited Don to conduct a special activity in my ERPD module (Employability, Research & Professional Development) workshop for BA Business & Management L5 students. He surprised me with the Spin the Wheel Ethics Game. It was a fun way of learning professional ethics. The game was akin to a fortune spin-the-wheel game we normally play at fun fairs. The game was extremely engaging, and students enjoyed it thoroughly, while learning some serious stuff in the most fun way possible. Don used a combination of digital gamification and replication of real-life encounters to create an authentic and engaging activity.

FEEDBACK FROM UNIVERSITY OF PORTSMOUTH LONDON STUDENTS ON GAME 10

Dr. Don Samuel's International Project Management Card Game

Each box contains 50 cards as follows:

- 10 Ranking Cards – Numbers in Red Font
- 10 PM Area Cards – Text in Black Font
- 10 Action Cards – Text in Black Font
- 20 Artefact Cards – Text in Magenta Font

How to Play:

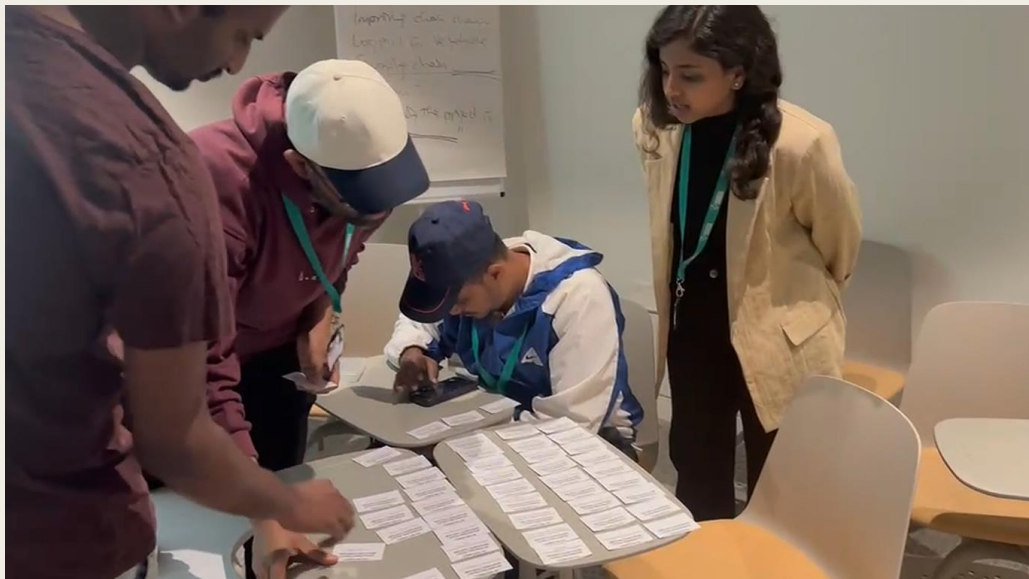
Align the 10 Ranking Cards with each of the 10 PM Area Cards, 1 relevant Action Card and 2 relevant Artefact Cards using the Table Layout Diagram in the next slide. Rank 1 is highest priority while rank 10 is lowest priority.

After you lay out the cards on the table your combined team will be asked to justify your ranking to the class.

You played 3 games today: cross word game, memory game and card game. How did gamification impact your learning today?

brain intelligence more understanding easily
great and easy to memoris
recalling leassons
i enjoyed the game
it was great and awesome
experience
very attentive games
card game
don't know
fun and learn
memorising power
to be more effective in c
improve
positive
tremendously

great



Evaluate these statements

The games are an effective teaching tool

4.7

The games helped me to consolidate the learning outcomes in this module

4.4

The games helped me to appreciate the role of a project manager

4.3

Strongly disagree

Strongly agree



ACTIONS FOR PROMOTING GAMIFICATION IN THE GLOBAL HIGHER EDUCATION ENVIRONMENT

- ☐ I have launched a Gamification Group page on LinkedIn. Scan QR Code A to join the group.
- ☐ I would like to host a Gamification in Higher Education One Day Conference at the University of Portsmouth London Campus. Please register your interest by scanning QR code B.



A

B

Gamification in Higher Education LinkedIn



Register Your Interest for Conference

