“When we think of games, we think of fun. When we think of learning we think of work.”
– James Paul Gee
Gaming = Learning
“Whether they know it or not, good game designers are practical theoreticians of learning, since—at a beginning or advanced level—what makes games deep is that players are exercising their learning muscles, though often without knowing it and without having to pay overt attention to the matter.”

– James Paul Gee
Making games is hard
Game development costs

US$ Millions (2005)

Year


Source: ArsTechnica
Recent game costs

Destiny – $140m
Call of Duty: Elite – $50m
Borderlands 2 – $35m
Gamification
“Gamification is the use of game design elements and game mechanics in non-game contexts.”
– Adrián Domínguez
Why gamify?

• Make library instruction more fun and engaging
• Drive participation or awareness
• Increase attention, interest, and improve overall user experience
Research behind gamification

- BJ Fogg’s Behavior Model
- Jane Mcgonigal
- James Paul Gee
Fogg Behavior Model

B = mat
at the same moment

High Motivation

Low Motivation

motivation

triggers succeed here

triggers fail here

Activation Threshold

Hard to Do

ability

Easy to Do

Fogg Behavior Model

Source: technori.com
REALITY IS BROKEN
WHY GAMES MAKE US BETTER AND HOW THEY CAN CHANGE THE WORLD

JANE McGONIGAL

Jane McGonigal: American Gamer and Author
Games’ key positives:

- Problem solving
- Meaning and bigger purpose
- Increase resilience to face challenges
Gee’s research adds:

- Empower learners
- Enhance understanding
Educational games examples
Duolingo

Speak this sentence
Yo soy un hombre.

Translation:
I am a man.

REPORT

NCLEX RN Mastery

Questions
Mnemonics
Terminology

My Progress
Quizzes
Resources

VIEW UPGRADE FEATURES
McDonald’s Training

Source: Kineo.com
Medieval Swansea

Source: medieivalswansea.ac.uk
Library games examples
FIND THE FUTURE: THE GAME

What Is It?

Find the Future: The Game is a pioneering, interactive experience created especially for NYPL’s Centennial by famed game designer Jane McGonigal, with Natron Baxter and Playmatics.

Through a once-in-a-lifetime, overnight adventure played inside the Stephen A. Schwarzman Building, and an ongoing online game, Find the Future: The Game combines real-world missions with virtual clues and online collaboration — all inspired by 100 works from the amazing collections of The New York Public Library.

"The game is designed to empower young people to find their own futures by bringing them face-to-face with the writings and objects of people who made an extraordinary difference," says McGonigal.

Find the Future: The Game kicked off on May 20, 2011 as part of NYPL’s Centennial Festival weekend, with a “Write All Night” event inside the landmark building at Fifth Avenue and 42nd Street.

Players (18 and older) explored the building’s 70 miles of stacks, and, using laptops and smartphones, following clues to such treasures as the Library’s copy of the Declaration of
YOUR MISSION IS TO ACTIVATE 100 AMAZING ARTIFACTS AND HELP US WRITE A WORLD-CHANGING BOOK

START HERE. Visit the quests page, activate available artifacts, collect powers, then write your artifact stories. The status of your quests are indicated by the symbols shown here:

- This artifact has yet to be unlocked by library visitors
- This artifact is ready to be activated by you
- You've activated this artifact but not yet written your story for it
- Your artifact story is pending moderation
- Uh oh, your artifact story has violated the terms of the game
- Hooray, you've completed this quest and published your artifact story

Here you'll find the stories inspired by the powerful artifacts at the NYPL. Read them, like them, bookmark them, or add them to your personal epic.

Epics are collections of inspiring stories, usually centered around a particular theme. As a Find the Future player, you'll have the opportunity to turn any epic into a published book!

Creative, ambitious people like you are writing the future, right now. What do we have to learn from each other?

Navigation icons:
- View your game stats
- View your profile page

Mobile App Integration:
- This icon will appear if you've activated artifacts with the mobile app

Additional Questions?
- Find answers and review these gameplay tips with the More Info button

DOWNLOAD THE MOBILE GAME

Visiting the library? Download the Find the Future mobile app from the App Store or Android Market.
NYPL's Find the Future
Adelphi Libraries’ “mobiLit”
What is the key theme or topic of this assignment?

"In this paper, you will explore income inequality in the United States. Using library resources, examine an aspect of this issue and discuss its relevance in today's society. You need three to five authoritative sources."

mobiLit

Great job! Lesson complete!
Lesson Points: 10
Book Bonus: 3
Total Points: 13

New Badge Unlocked!!!
New Highscore!!!

mobiLit
Your cache is located on the second floor of the Swirbul Library. Hover your mouse over the steps below in order to get directions to it and retrieve the next code. Once you locate your cache and fulfill its objectives - press Continue. Do not press Continue until you are ready - you will not be able to return to this screen!

- Step 1
- Step 2
- Step 3
- Step 4
- Step 5

Library Maps

Continue ➔
Digital Badges
Badges for Skill Accomplishment, Motivation to Participate, Motivation Collaboration
Promoting Games
International Game Day

International Games Day

Come and celebrate International Games Day at UCLA in Powell Library!
International Game Day

MURDER IN THE STACKS

Join us for International Game Day @ NYU Shanghai Library

November 14, Friday from 6:30-8:30 pm

RSVP Here
International Game Day
From UCLA to Library of Congress: Game Collecting Program
Making Games: The Tools
Most popular tools:

GameSalad
Construct 2
GameMaker
Stencyl
GameSalad
Import almost any kind of image or sound asset into your project.

Preview your game in real time for rapid iteration and testing.

Easily add sophisticated logic to your game simply by dragging behaviors onto your actors.

Design once, publish to every major platform with just a few clicks.
Construct 2
Gamification Principles and Tips
Well-ordered problems

“early problems are designed to lead players to form good guesses about how to proceed when they face harder problems later on in the game”
– James Paul Gee
Pleasantly frustrating challenges

“players feel the game is challenging but doable and that their effort is paying off”
– James Paul Gee
Just-in-time information

“players do not need to read a manual to start”
– James Paul Gee
Discussion