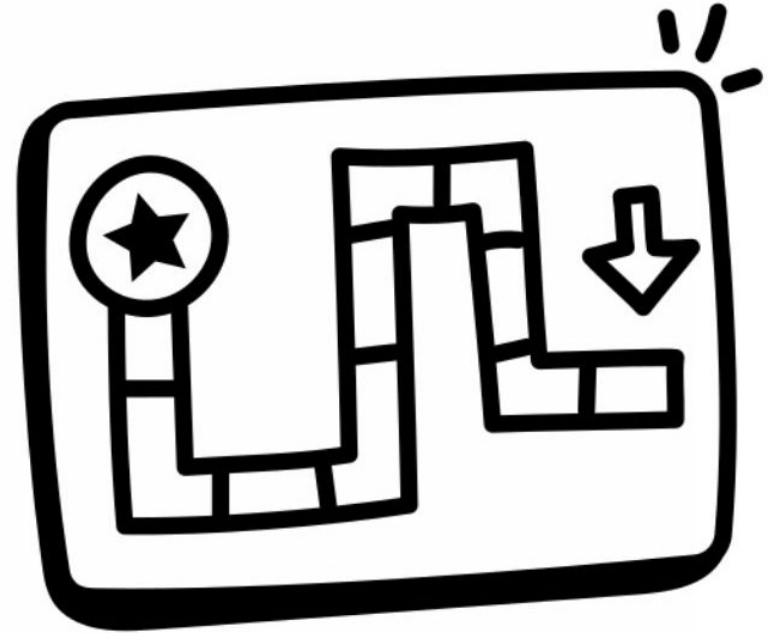
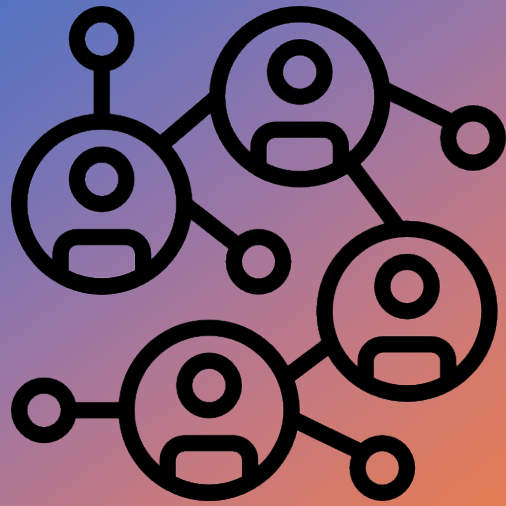


# Gamification techniques. Simulations moot courts

and



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## Before starting...let's play our first game!

- Who am I?
- Perspectives and possibilities to apply this formation into my teaching...
- Network play game: LOW TECH SOCIAL NETWORK



# Gamification in Higher education

- New studies, new *languages*, new cities, new colleagues.....can lead to burnout, and there are many students every year who drop out of our programs because they get discouraged, or they find themselves too stressed to keep going with their studies.
  - ❑ Gamification is the strategic attempt to enhance systems, services, organizations, and activities by creating similar experiences to those experienced when playing games to motivate and engage users.
  - ❑ Learn by doing, learn by playing
  - ❑ Finally, we all do it! (continuous evaluation)



# Gamification benefits

- “Reward-seeking behavior connected to learning.
- Learning feels fun and engaging.
- Sets education habits that are positive and committed.
- Creates earn-as-you-go motivation to keep going through tough subject matter.
- Helps offer chances for teamwork opportunities and team support.
- Helps tap into dopamine responses which encourage improved mood and improved performance while learning.
- Keeping teams and students connected with the material on a regular basis.
- Creates a sense of autonomy that helps make learning feel personal and relevant.
- Increases feelings of competence and success”.

# Simulations

- ❑ What are simulations? Train students in the competences of the class without getting in the real world.
- ❑ Common use: social science classes
- ❑ Examples:
  - ✓ [https://eucraft.consilium.europa.eu/launch\\_screen](https://eucraft.consilium.europa.eu/launch_screen)
  - ✓ <https://wfuna.org/program/wimun/>
  - ✓ <https://phet.colorado.edu/es/simulations/filter?type=html,prototype>
- ❑ Benefits: learn-by-doing, creativity, motivation.





# Escape rooms- campus hunts- others

- Escape rooms-campus hunts are great assets to introduce gamification into your classrooms.
- How it works?
- Where can I design my escape room-campus hunt?
  - <https://app.genial.ly/dashboard?from=login-true>
  - Moodle “tasks” with specific requirements.

# Gamification platforms

- <https://www.brainscape.com/landing>
- <https://info.flip.com/es-us.html>
- <https://app.genial.ly/templates/games?subcategory=template-escape-room>
- [https://eucraft.consilium.europa.eu/launch\\_screen](https://eucraft.consilium.europa.eu/launch_screen)



# Make your own game...

- Show us your magic!!!
- For our asynchronus session, each of you are going to imagine a gamification technique aplicable to your classes. Tell us about it in the “tarea” link in the aula virtual.





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THANK YOU  
*for your attention*