Making Learning Engaging Through Interactive Games

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Week – 03

Lecture – 5

So, continuing on the gimkit that we explored, we saw three play modes yesterday, we will experience a fourth mode today and more importantly learn about how to build a gimkit, how do you make use of this tool of creating kits and how do you administer them. So, to start with we will experience the fourth mode which is, there are many more modes but from a illustration perspective we have taken a look at the trust no one which is the among us adaptation. The floor is lava, humans versus zombies. The others can be explored at your own convenience. It is very easy, but just to give the feel of the fourth mode, just starting the infinity mode. So, once again we are starting with the cash and allowing the late sign-ins.

The kit code will get generated and you can use that to login. So, I will slowly start the game and the rest of you can dial in, join the game also. Just note down the code as 359717. The Gimkit code is gimkit.

com/join and 359717. I am starting the game now. We are supposed to collect stones. Just for depiction of how the player view looks like, I'm trying to log in, in one of the screens. As a user also.

So we have the options of continuing for next question or doing the shopping where it shows different options. You can set the money per question, streak bonus and then continue. So I'll go back to the dashboard. As we can see, players are changing their different options, upgrading money per question, multiplier, streak bonus and playing with all the other variables. So, so far we have one player who has got the stone, one of the stones.

Hopefully the others also will start getting them as the game picks up momentum. Just one stone so far, is it difficult? We'll have a time limit of another 5 to 10 minutes maybe, max. This is just to give you an experience of the game. So 4 players have got 4 stones. I think up to level 4, 4 stones may be possible.

So Noreen has got the 5th stone too. We'll close in another three minutes. This is just to give an experience of it. And it's okay if you don't get stones also. So, it's the first time you're playing.

But try your best. How are we supposed to get the stones? We will discuss that. We will have the players who won it discuss it. Or do you want to give clues? Do you want to give, how are you supposed to get the stones? Yeah, for those who are not familiar, you need to go to the shop and those who are still unfamiliar, you need to hope you listen to Naurin, how to purchase the stone. This provides the question option as well as the shopping option in all the modes.

So we will stop in another minute or so. I am just closing the game. Let us stop the game here and discuss about the mechanics. Let us pause the game. Let us go back to the discussion.

What is your impression of this game mechanic? How was it? What is the mechanic employed and what makes this game? I just wanted critical comments from you in terms of what is good and what can be better. We have the same method of answering multiple choice questions and getting cash. That aspect is similar. How many of you found this interesting? Okay. What made it interesting? Posters to get more cash for questions.

Questions. At the same time you can block your friends so their screen get freeze or they cannot see the questions. Okay, let us go one by one. Let us start from the basics. Very basic thing before we go into the other player elements. There is a quest for acquisition, that is the fundamental thing, right? Getting a stone, acquiring something is a precious stone, although it is not a real precious stone, even in a game the precious stone looks rewarding, that is the reward that everybody is chasing.

Second is the fact that you mentioned, what was that that you mentioned Noreen? We can buy a boosters to multiply our cash. To acquire that we need cash and we need to find a way beyond our existing cash to increase cash, right. That is where the shopping shop is available. One way is our skill or when I say skill, the knowledge of the question and answers. Another way is to use the what is available in the shop to increase the rate at which we acquire cash.

The third aspect you mentioned Noreen, what was it? You can freeze other players. So, not only should we be progressing similar to what we saw in the humans versus zombies, one is we increase our health, second is we block others progress that is the that is where the option of icing others right is getting used, what else? So, that way there is a I would say we take steps for ourselves, we take steps to prevent others from progressing. While

that may not be the best thing, at least in a game context, it is not meant in a harmful way.

Okay. Yeah. Small observation, but it is much more balanced than the other games that we played. The values that you can earn on actually answering the questions could go to the thousands to thousands. And the original value you set up was 10,000. 10,000. Less luck based as before.

You can actually build and overcome much . Okay. So, the points scored per question or the dollars earned per question is of the same order of magnitude as the or I would say comparable compared to the initial cash which was not the case in the other games. Okay. If we are answering wrongly, we will lose the same amount of cash.

Like if we boosted it, say, $1,000 per question, then if you're answering it wrong, then we will lose $1,000 again. Okay. It's not like we are just increasing it, but if you're answering it wrong.

.. The risk is also increasing with the boosts. Boosts. Is that a good thing or a bad thing? I mean what is a preferred way? Not just in this game but in general when we see rewards. Or let us say take even the simple multiple choice entrance exams that we have all written right, usually what is the proportion between rewards and penalties? 1 is to 4. 1 is to 4, 4 is to 1, usually 1 point for the correct answer and quarter point deducted, ok.

Now the best is rewards and no penalties but the reality is some penalties for some rewards because we want to prevent, why are there penalties? People guessing their way through right. So, there has to be a the meaning behind the penalty is complete guess should be avoided that is why people are penalized. In this case why do you think the rewards and penalties are kept similar? What are the pros and cons of that? When will we do such a thing? Sir, I guess the questions are getting repeated. So, even if they answer wrong in the first attempt or in the second attempt, they should be careful for the upcoming.

So, they should learn. Okay one way is that because questions are getting repeated they cannot ensure to ensure learning even if they lose out points second time at least so that they are more alert. When the penalties are high you are more alert, correct? When the penalties are low you can still guess your way through may not remember the answer that is one perspective. The second is you want to prevent guess at all costs and focus on only inherent knowledge and skill. Okay you want to completely prevent guesses okay but then again in that case it should come with a skip option the user if they are presented with a skip option if you do not know if you are allowed to skip that option is not provided right we are having to answer we have to take that risk we may forgo all the

points also that we earned So, that is the, there is no right or wrong, we are just trying to see and critically analyze how the game has been designed. Maybe because it is a high scoring game, I mean the rewards are high, the penalties are also kept high so that they just do not score their way through, ok.

What are their observations? Was there a time limit in the game? Because you were saying something about time, but it was not visible. No, I think we stopped the game. There was no time limit per se. But otherwise, for everybody to go through the game it will take a long time. We just wanted to give an overview or rather we wanted to see how the game works.

It is not about winning the stones or not. I mean I do understand that it takes time to practice. Most of us are first time familiarizing with the game and in any of the games that we have played including the other modes of play each of your individual performances will be better compared to the previous time. Once you play twice or thrice, you will know how to crack it and all that. It is just how quickly you are able to discover the rules and read it in that time frame and are able to master it, that matters.

Because this can technically go on for long, we just put an upper limit of 10 minutes so that you get an experience of the gameplay. and you can explore all the other mechanics at your own time because we are here to learn this toolkit and use it in classes. Now, we will see having played these 3, 4 different modes, we will now see. It is not about the game right, it is also about learning, so we have not seen that aspect right. So, now here it provides a way by which we can see the reports.

This is just to give an idea. So, let me go here. First is the question and answer breakdown. How many got this right? How many got it wrong? For each question at the each question level, how many people got it right? So this is helpful for the teacher to understand which questions are difficult at the class level. So a question like this where probably let us say, let us take a question where 25 out of 70, 75 percent plus got it right is a reasonably easy question. There are some where only probably 50 percent got it right.

So that gives an idea for the teacher to know the familiarity. Then next is the student overview, I mean this is of course the assessment who knows about this topic. I mean this game is not to assess any of your performances, but just a general idea in terms of this is like a standard. So this is across multiple runs, multiple runs of the game played across different classes. It is best to create one instance of the game for every classroom so that you can be more focused on analysis of the results.

So then we have individual student level reports which are available if needed. So this is

again just for representation purposes that I am showing. So this is what is used after using a kit. The game is more a mechanism by which it is administered but how has the learning been and what is the general level of difficulty, how many attempts student makes for a given question, all that are vital inputs for understanding the level of knowledge in the subject. Now let us learn how to create a new kit itself.

So there are multiple ways in which a new kit can be created. The simplest and the most direct way to create a kit is to click on new kit. What topic would you like a kit on? Is it general knowledge, science, what would you prefer? General knowledge. We can just say if GK is not there, we can choose the category, otherwise we can choose others.

English, next. You can choose a picture if needed from the library to see whether anything relevant is shown, otherwise we can upload. I think it allows upload also or link ok, it allows us to, no it does not ok. We will use something for now, we will just choose something and then it is a question of adding the questions, okay. Which year was Chandrayaan 3 launched? Something, I mean And this happens to be the right answer, but if you want to change the options or make it a multi-option as the case may be, you can add a tick to the relevant question and you can add a photo if needed, it allows addition of photo if it is relevant, addition of audio and equation if needed, then the question is added. So, you add another question and keep creating the kit.

Now there are other ways by which the kit can be created faster or in a group mode that is what we can try experimenting now. It allows what is called collaborate with kit collab. So if I enable kit collab, it generates a link where each of you can input a question. For your convenience let me show it in the form of a QR code.

I would request some of you to scan this QR code. and try adding your own question. This is useful because everybody, let us say we teach a topic and each of you has got one bit of learning. The crowd sourcing of questions come in and each one acts as a person who is giving, who is contributing to the test and the class also benefits from it. It is not necessarily the teachers have to design the revision.

So, hope you are able to scan the QR code. Just contribute any one question to the general knowledge question bank. You are able to scan the code? Ok as you start adding the questions the kit creator gets to see in their viewport. As you can see this, first PM of India, when did India gain its independence and supposing you find some factual error or the question is not relevant to the topic, you can reject it otherwise you end up adding to the kit. You typically add to the kit but let us say you notice some errors. So as you add to the kit, it gets added on the left hand side as you can see it.

Okay, so this is error somebody has submitted by mistake let us say, let me use this for rejection purposes. Just to show you an illustration what happens when you get, there is an option to reject when there is an error in the question, okay. Alright, so added these questions, this is to give you an idea that we can create a kit in this way and then administer it to the class. If all of you let us say enter 2 questions, we will have about 40 questions to the kit and that serves as a good general knowledge refresher. Now there is another way to create a kit or enhance the questions in an existing kit which is adding from a question bank.

So clicking on general knowledge sorry clicking on that it will suggest existing question banks that are available. Once again general knowledge it might be created by different in different parts of the world let me try to make it more contextual or Ok so you can explore the different what do you say ok different question banks and whichever is whichever you find it relevant in that, you can choose specific questions to add. You need not necessarily add all the questions you can choose specific questions to add and they get added to the kit. Let us say I am choosing these, I do not have to choose the rest and once you are done you can find that certain questions have not gotten added. Alternately you can choose an entire question bank itself if you find all the questions if they are relevant and add them.

This is another way to enhance the question bank, leveraging from existing libraries. This will be useful in topics for which there are already existing question banks. It may be the case that there may not be any question bank. So it is up to the person who creates the kit to take that call. Another way to enhance the kit and add questions more quickly if it is convenient is there is an option called import from spreadsheet.

See sometimes keying in the question bank may not be that convenient for some people. You may be having it in the form of a spreadsheet let us say. Ok need to sign in using an account but essentially the template I will not probably use that I will just show as an illustration. There are excel templates that gives you multiple choice or fill in the blank form of questions you need to create them and upload them and then they will get added to the kit repository. I am just showing you the option because it needs a sign and all that I will probably just indicate with this.

So these are the ways of creating a kit and once you are done then you start it starts appearing in the kit bank and you start using it. So we have seen how to create a kit. Manually using templates, using user inputs and using the community question bank that is already built in in the Gimkit. And then we have also seen how to administrate, you need to go to a kit, click on play live and choose the mode.

There are several modes available, we just saw a few of them. The rest need to be explored. So we saw trust no one, floor is lava, humans and zombies and the infinity mode. So this is the way to create kits in Gimkit. It is best suited when everybody has a, in environments where digital is supported. And the important thing is that they, what do you say, all players have to be actively using the devices.

There are some modes, sometimes what might be happening is in classrooms mobiles may not be permitted, laptops may not be permitted, in fact that is the case in many educational institutions. So, this can also be assigned as a homework in that case. Most people have devices to use at home, right. Most teachers and students are connected through WhatsApp. So, you can create the kit, it will not have the experience of live play that you all had, but it will at least appear as a multiple choice quiz that can be played digitally.

So, that option is assigned as a homework. Here also it has certain options which will make it look fun like fishtopia, do not look down and things like that. So just to make it more interesting. So this is as far as Gimkit is concerned. Any questions? This has evolved in the last probably 2-3 years.

This is one of the more recent things that have come up. It is quite good. It is utilitarian in the sense it has multiple choice with supporting pictures, video and the question types are limited though. The type of questions that you can form and frame are very limited though. We will try to see other tools which have slightly more enhanced way of framing questions. But this is providing different game forms which makes it very highly engaging.

The biggest advantage and benefit of Gimkit is that it provides different game forms that users find it engaging.