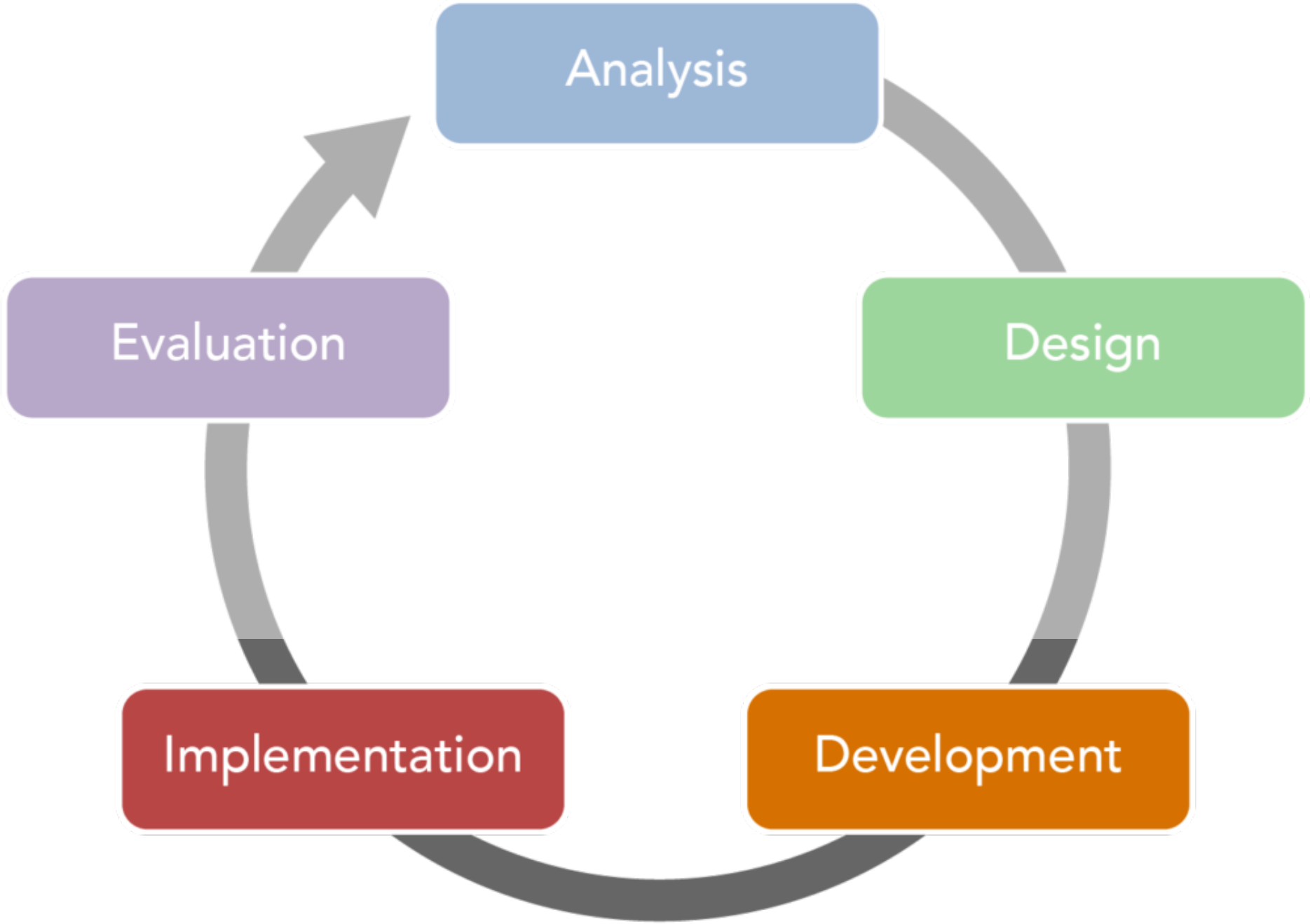
Ferramentas para Implementar a Gamificação

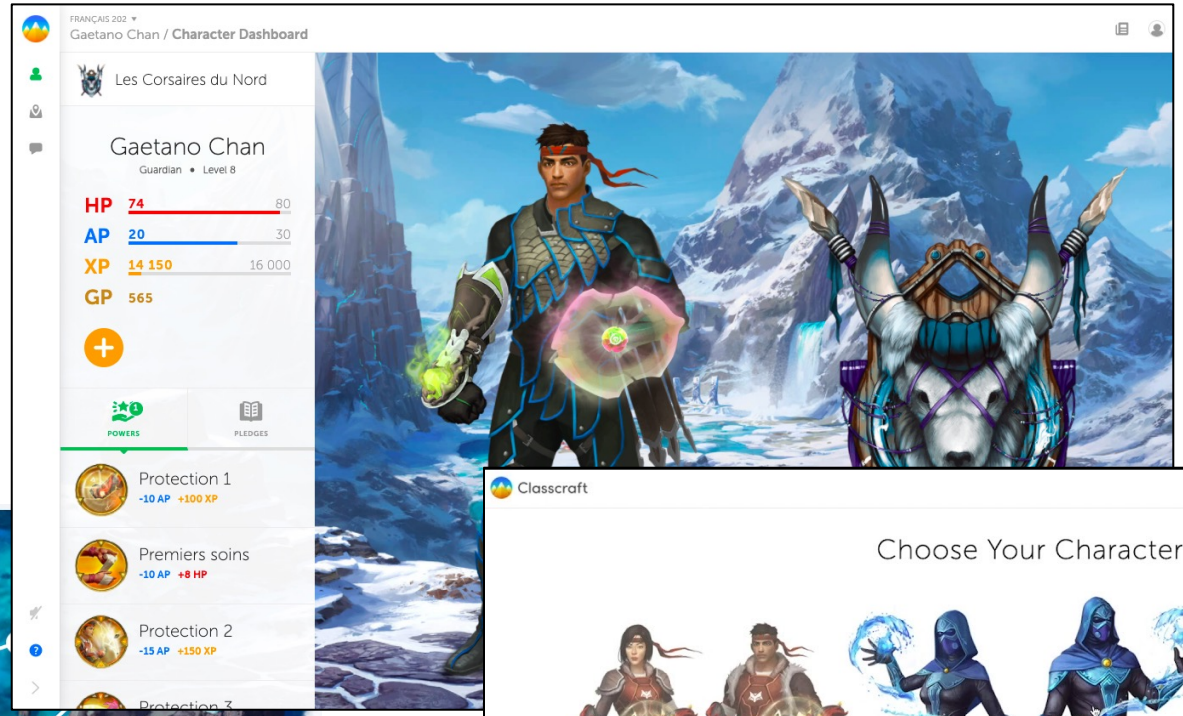
geiser@alumni.usp.br

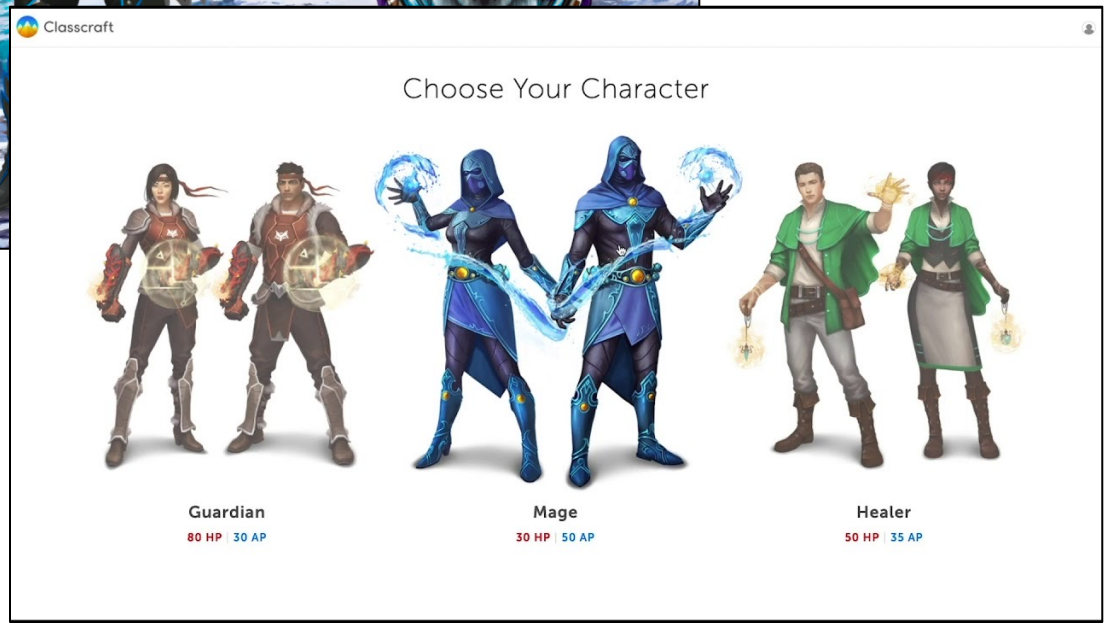

Analysis
Design
Development
Implementation
Evaluation

Ambientes Virtuais Gamificados

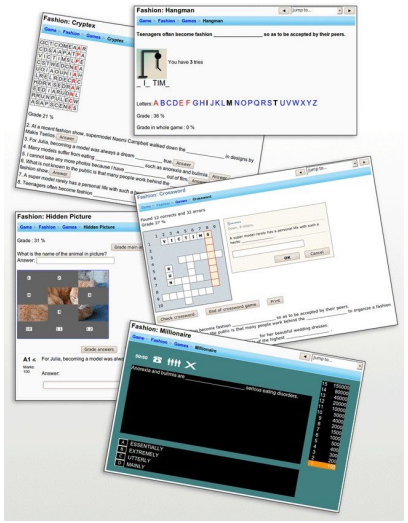
Classcraft

https://www.classcraft.com





https://moodle.org/plugins/index.php



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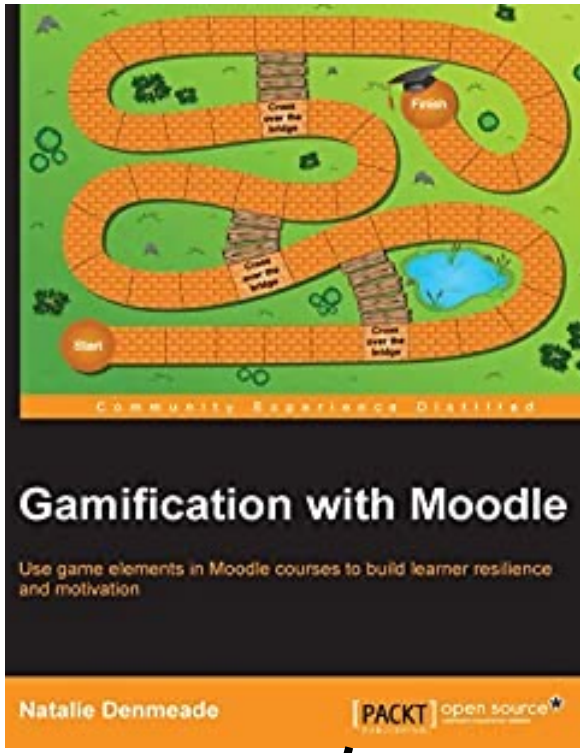
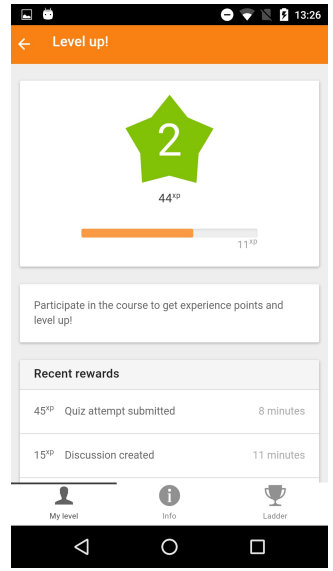
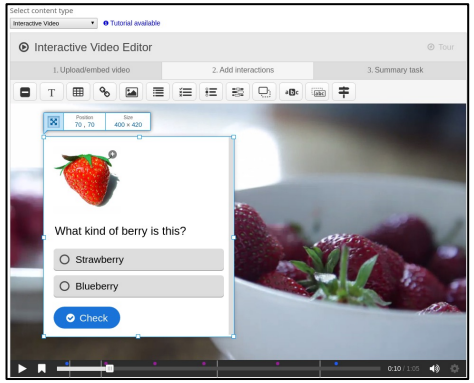
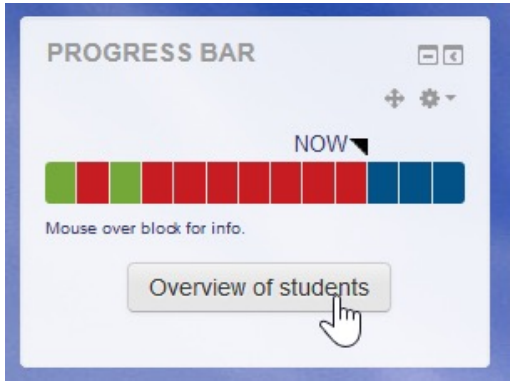




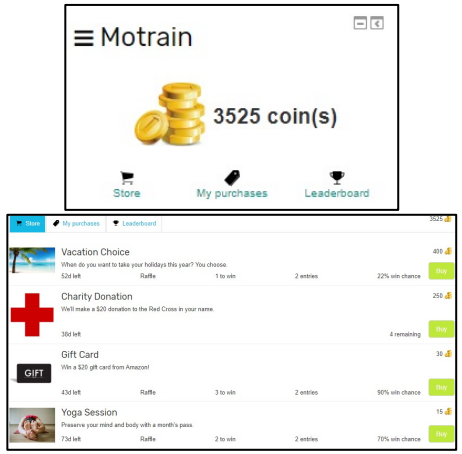
https://levelup.plus



https://h5p.org



https://moodle.org/plugins/block_progress

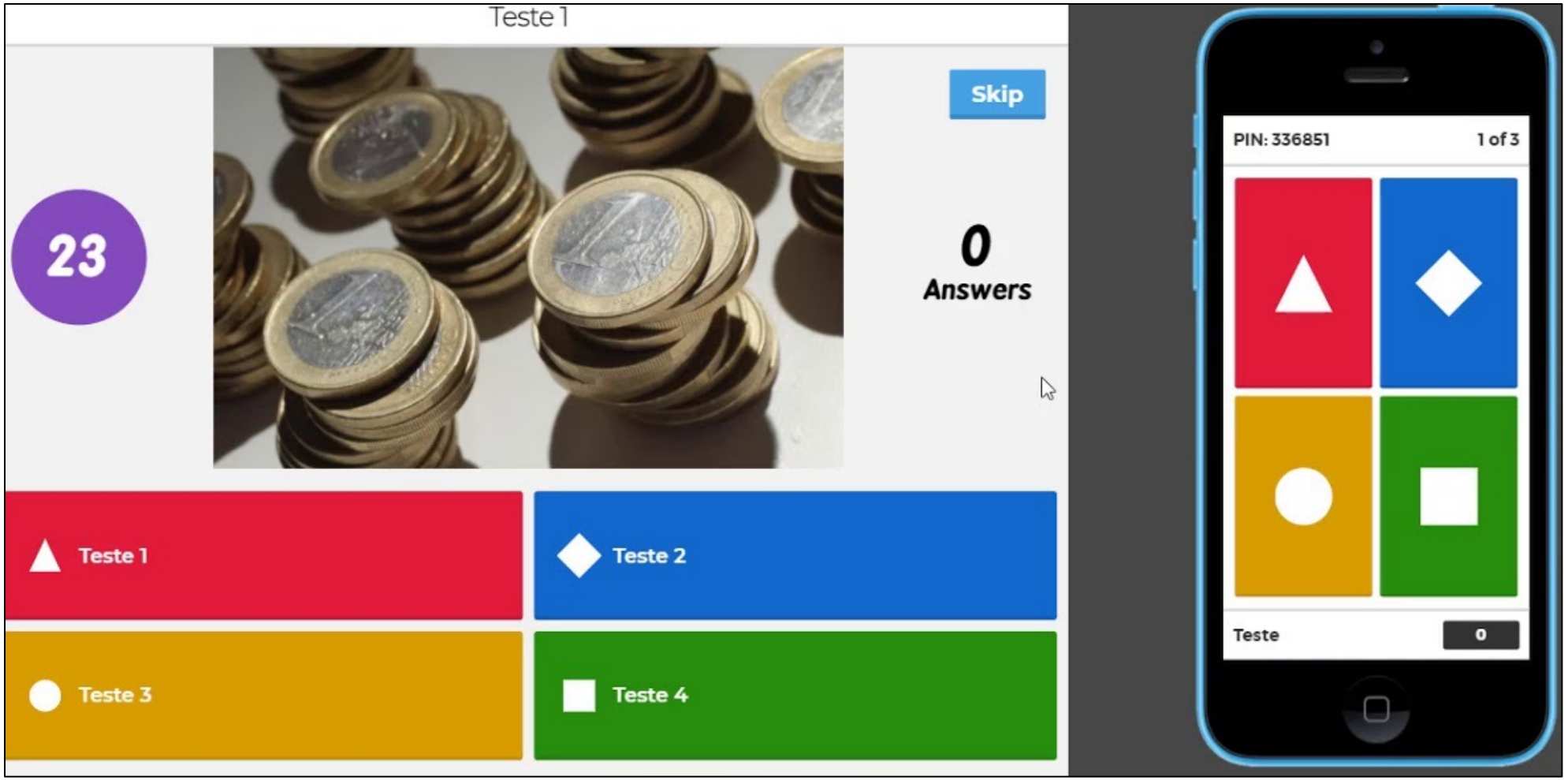


http://www.mootivated.com

Ferramentas para Gamificar atividades

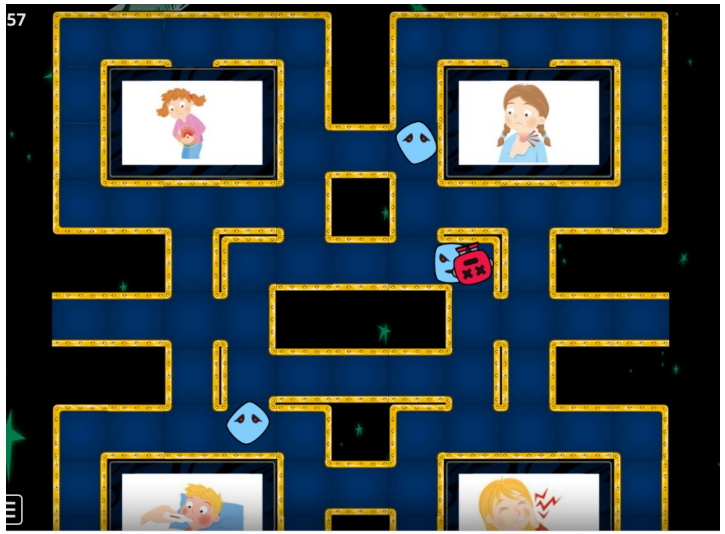
Kahoot!

https://kahoot.com



Wordwall

https://wordwall.net



Match up
Drag and drop each keyword next to its definition.

Quiz
A series of multiple choice questions. Tap the correct answer to proceed.

Random wheel
Spin the wheel to see which item comes up next.

Group sort
Drag and drop each item into its correct group.

Find the match
Tap the matching answer to eliminate it. Repeat until all answers are gone.

Missing word
A cloze activity where you drag and drop words into blank spaces within a text.

Unjumble
Drag and drop words to rearrange each sentence into its correct order.

Matching pairs
Tap a pair of tiles at a time to reveal if they are a match.

Labelled diagram
Drag and drop the pins to their correct place on the image.

Open the box
Tap each box in turn to open them up and reveal the item inside.

Wordsearch
Words are hidden in a letter grid. Find them as fast as you can.

Random cards
Deal out cards at random from a shuffled deck.

Anagram
Drag the letters into their correct positions to unscramble the word or phrase.

Gameshow quiz
A multiple choice quiz with time pressure, lifelines and a bonus round.

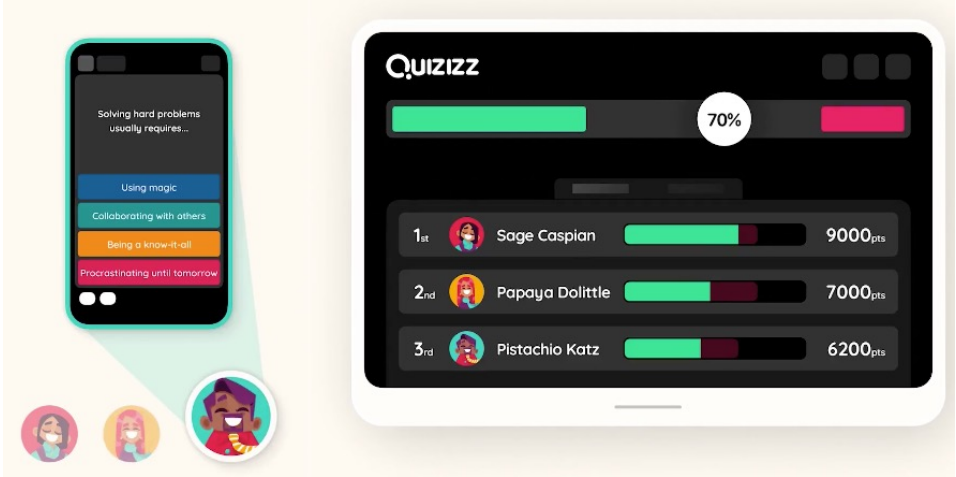
True or false
Items fly by at speed. See how many you can get right before the time runs out.

Maze chase
Run to the correct answer zone, whilst avoiding the enemies.

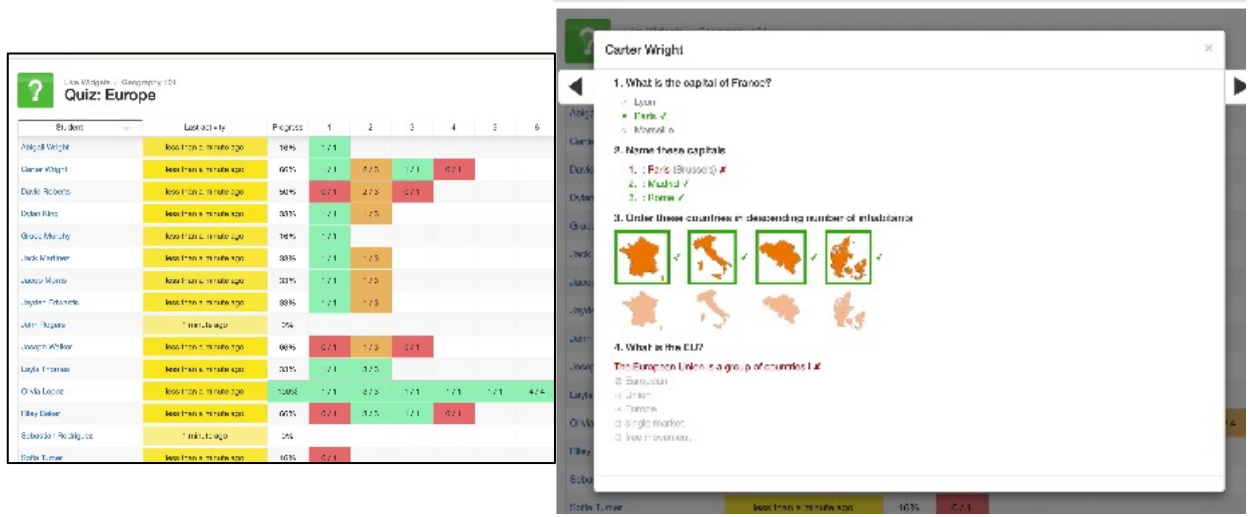
Flip tiles
Explore a series of two sided tiles by tapping to zoom and swiping to flip.

Image quiz
An image is revealed slowly. Buzz in when you can answer the question.

QUIZIZZ https://quizizz.com

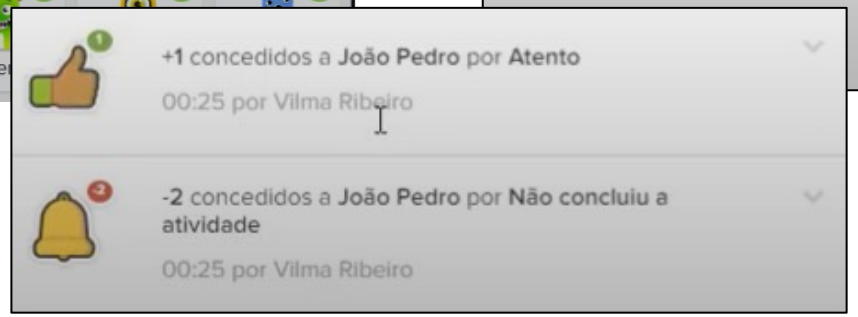


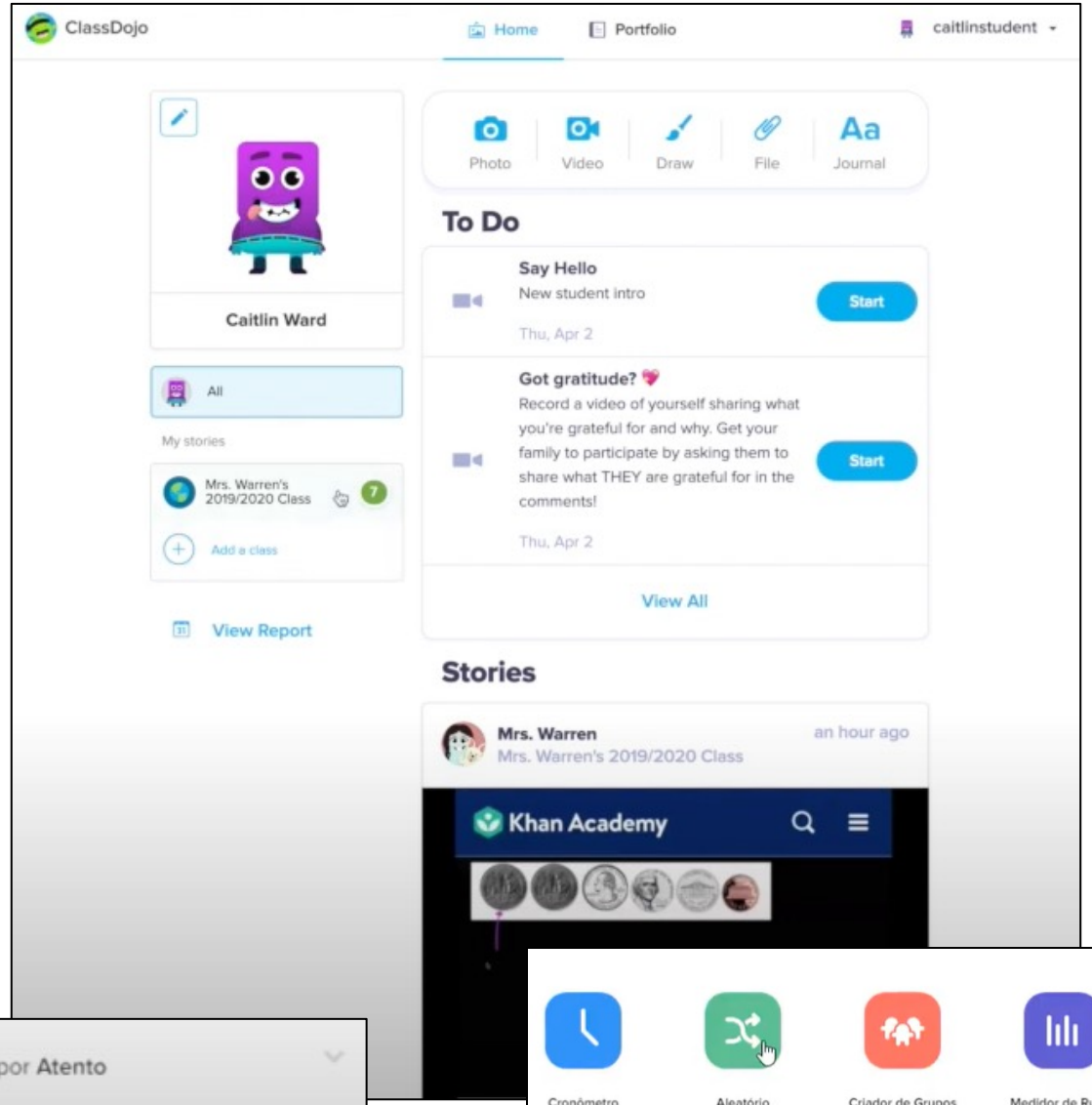
BookWidgets interactive learning https://www.bookwidgets.com

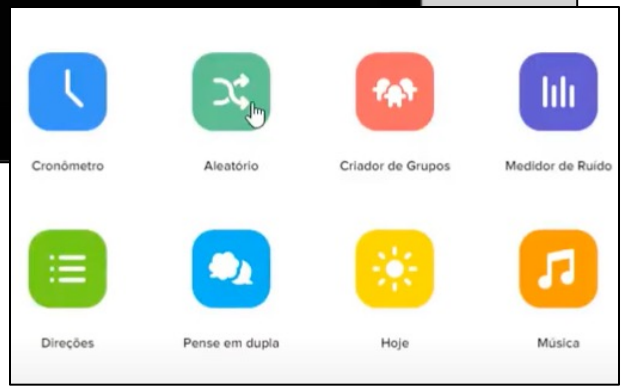


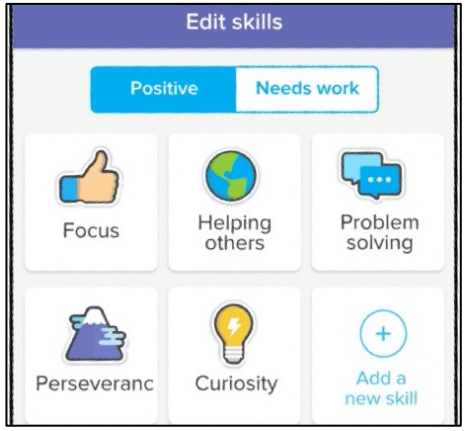
ClassDojo

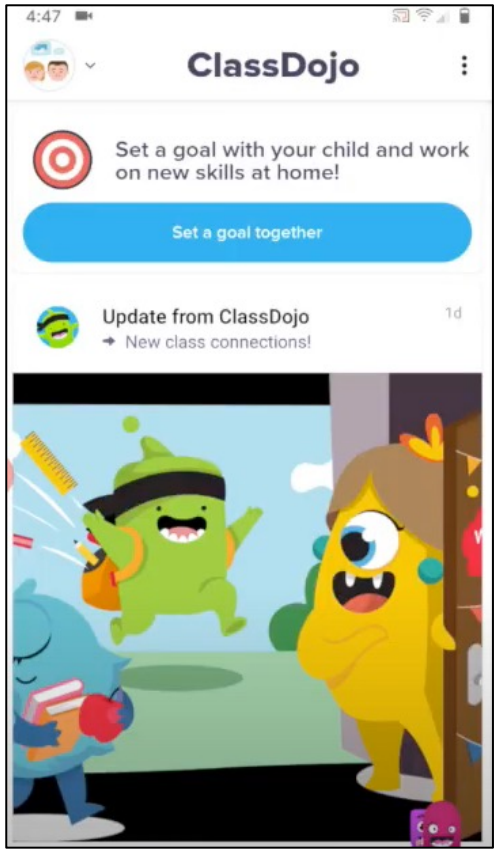
https://www.classdojo.com/







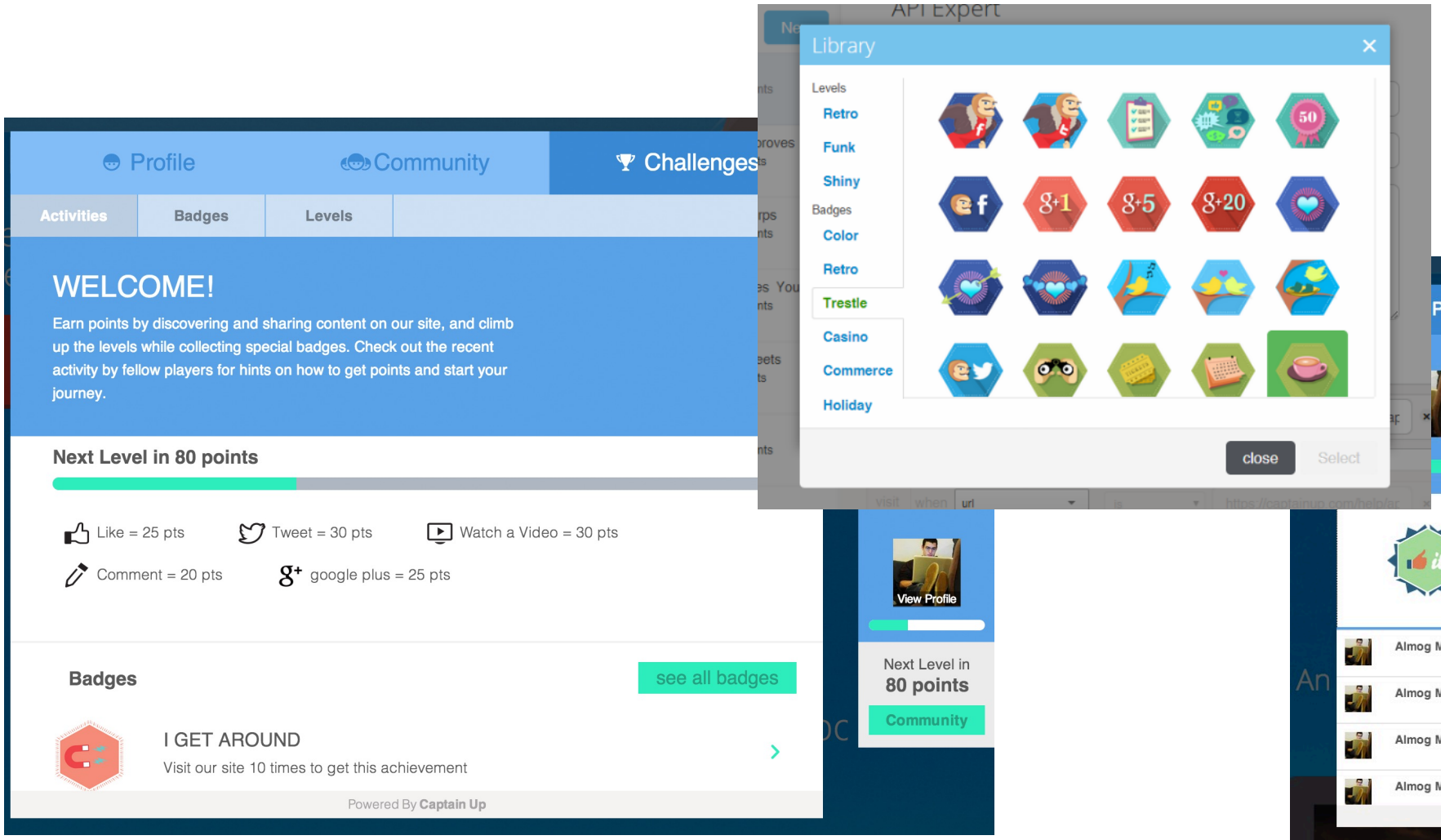


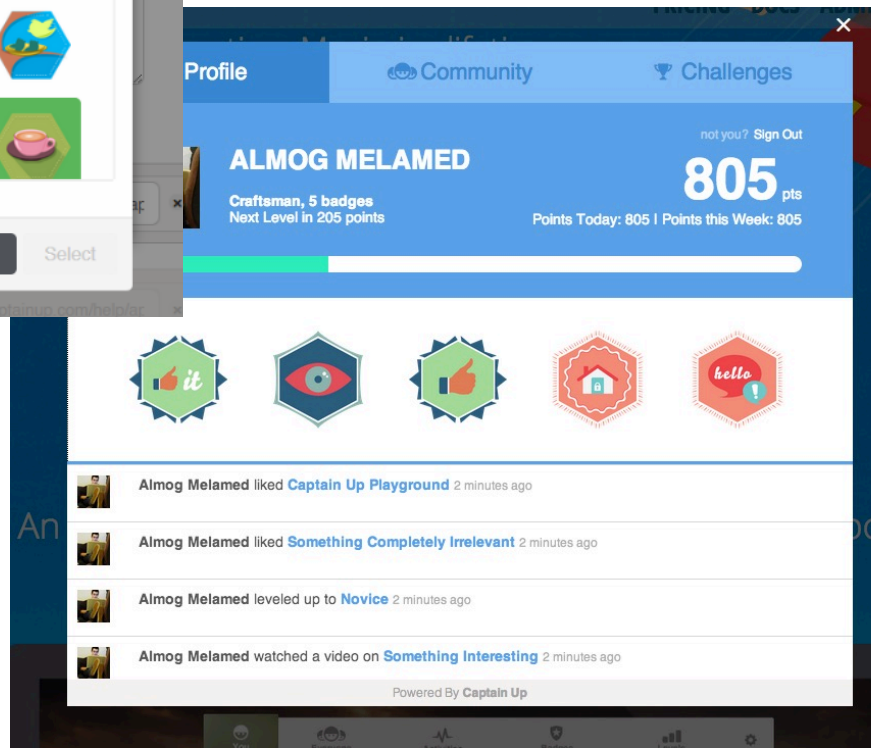


Para programar por você mesmo

CaptainUp

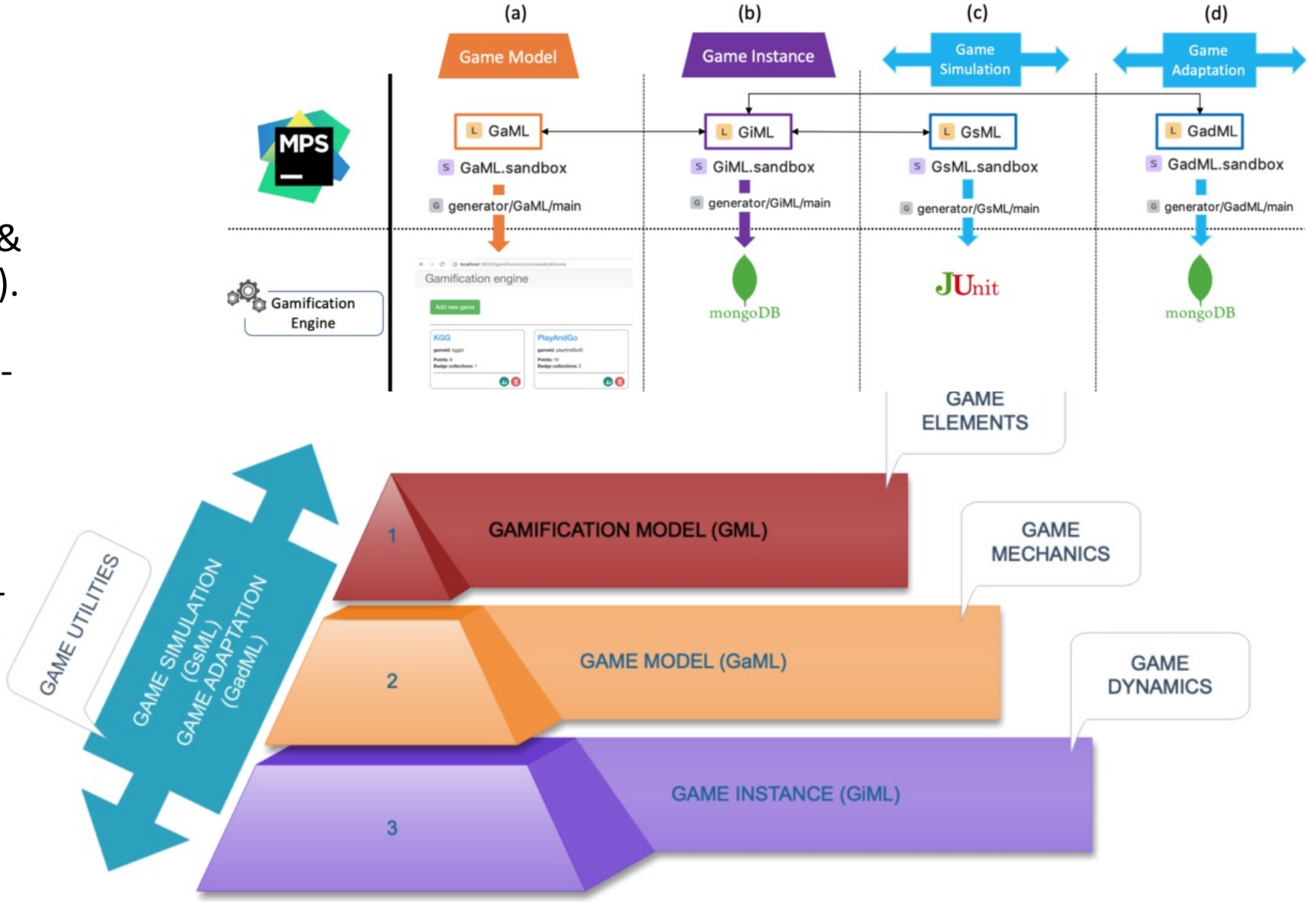
https://github.com/CaptainUp/captainup-nodejs





GDF: Framework

Bucchiarone, A., Cicchetti, A., & Marconi, A. (2019, September). GDF: A gamification design framework powered by model-driven engineering. In *2019 ACM/IEEE 22nd International Conference on Model Driven Engineering Languages and Systems Companion (MODELS-C)* (pp. 753-758). IEEE.



https://modeling-languages.com/gdf-gamification-design-framework-model-driven-engineering/

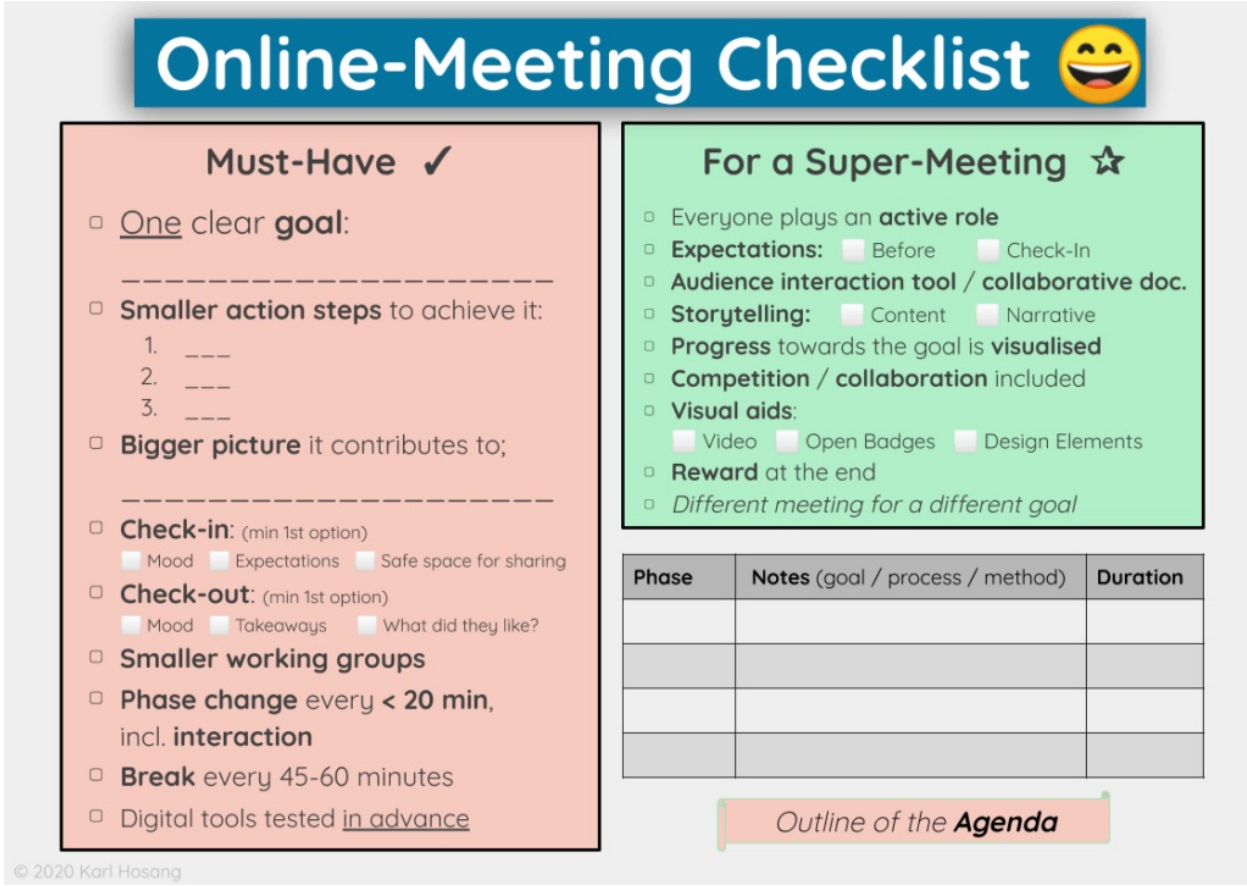
Unplugged Gamification:

Exemplo de como gamificar as reuniões online → checklist https://mytrainer.cc/2020/online-meeting-gamification/

Challenges → Clear goals

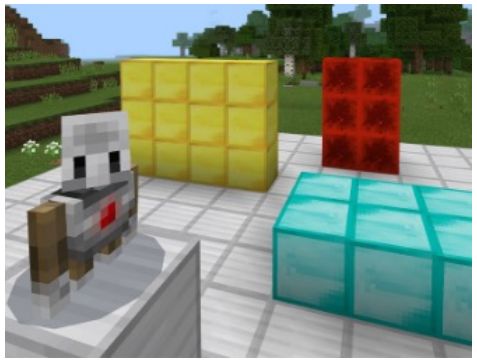
Progression → Levels

Narrative → Storytelling



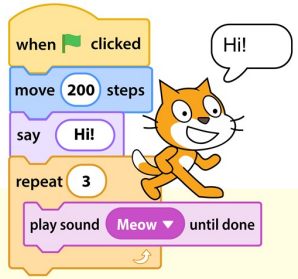
Ferramentas para construção de Jogos Educativos

MINECRAFT EDUCATION EDITION



https://education.minecraft.net/

SCRATCH



CODE COMBAT

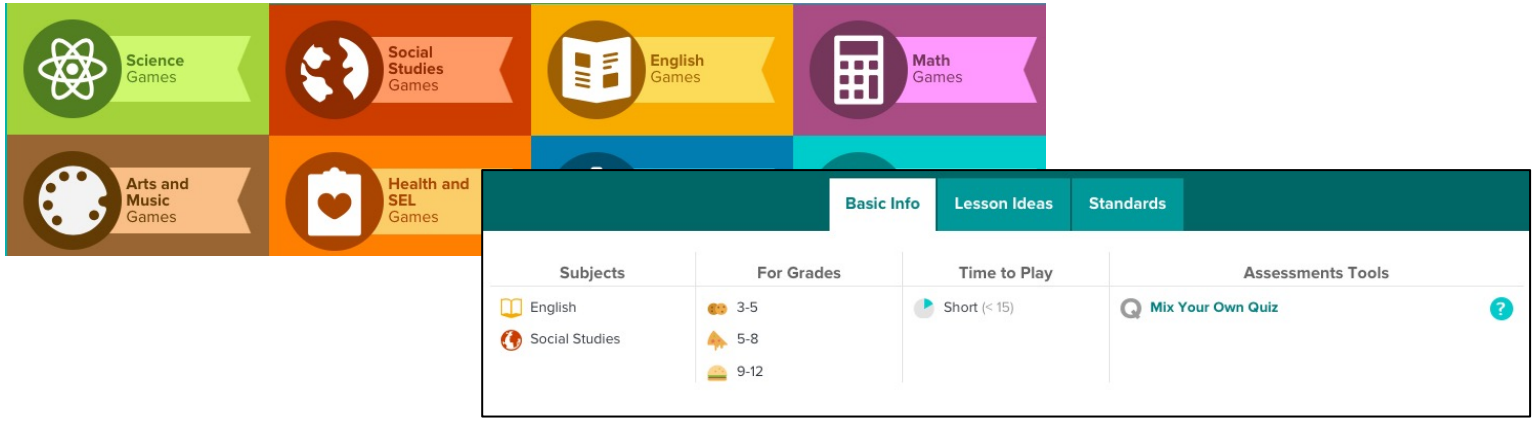
https://codecombat.com

Ensino de Programação

Jogos Educativos Gamificados

GameUp

https://www.brainpop.com/games/



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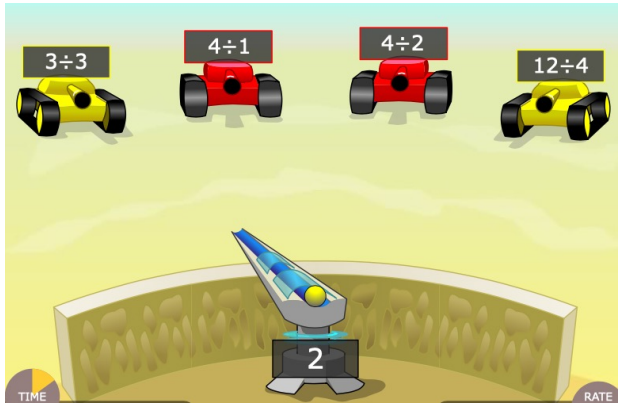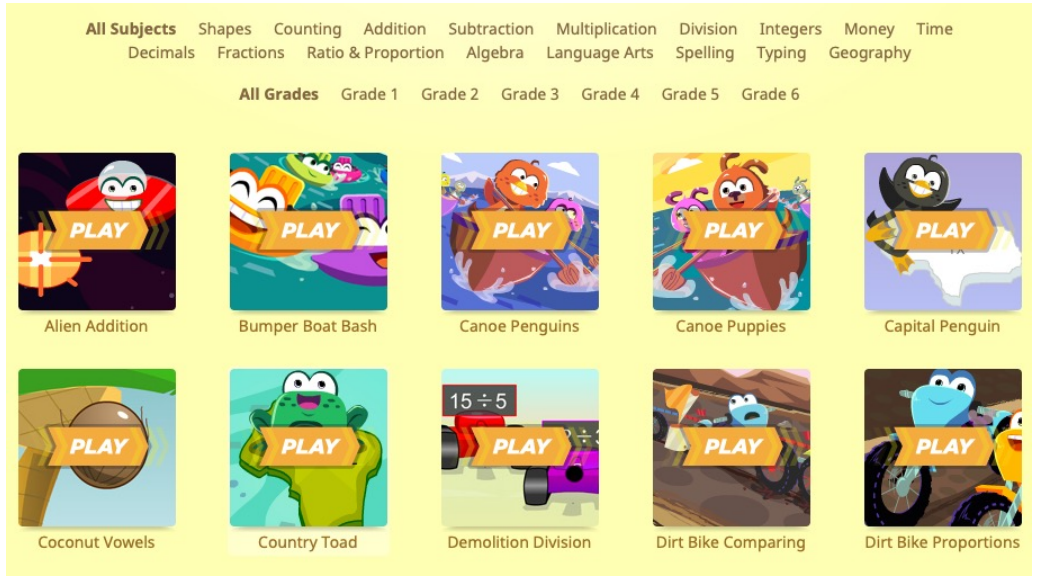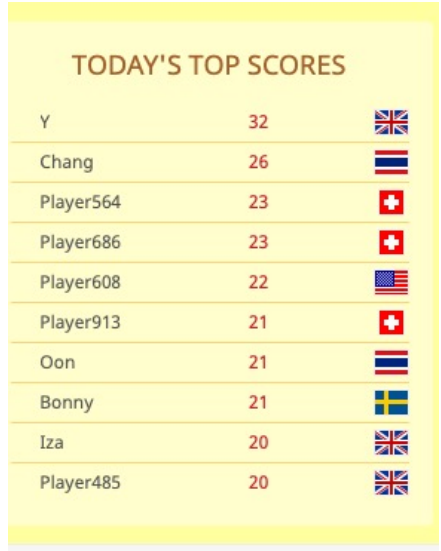
https://www.arcademics.com