



INTERACTIVE INSTITUTE **2021**

BUILDING AND SUSTAINING A CULTURE OF HIGH-QUALITY DATA

Using Gamification to Build an Engaging IDEA Data Training

April 13–15, 2021



IDEA DATA
CENTER

Collect, Report, Analyze, and
Use High-Quality Part B Data





Presenters

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Agenda

- Introductions and intended outcomes
- What is *gamification*?
- Games and activities
- Conclusions and evaluation

Intended Outcomes

Participants will

- Understand the concept of “gamification”
- Learn ways to engage staff and stakeholders using games and other web-based techniques
- Learn how to use gamification as a training tool during IDEA data training

Gamification



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What Is Gamification?

Gamification is the application of gaming concepts to normally nongame situations to make an activity more engaging or interactive for participants.

Source: Nistor, G. and Iacob, A. (2018). *The Advantages of Gamification and Game-Based Learning and Their Benefits in the Development of Education*. The International Scientific Conference eLearning and Software for Education; Bucharest Vol. 1, : 308-312. DOI:10.12753/2066-026X-18-042.

Benefits of Using Gamification in Training

- Allows you to break out from common methods of virtual trainings
- Draws and holds attention
- Increases responsiveness
- Helps illustrate connections of topics
- Makes learning a lot more fun!

Source: Nistor, G. and Iacob, A. (2018). *The Advantages of Gamification and Game-Based Learning and Their Benefits in the Development of Education*. The International Scientific Conference eLearning and Software for Education; Bucharest Vol. 1, : 308-312. DOI:10.12753/2066-026X-18-042.



Today's Goal

Use game-based activities to learn about the various resources available at the IDEA Data Center.





Ice Breaker

Two Truths and a Lie



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Activity #1



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Activity #2



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Activity #3



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IDEA Training and Gamification: Why Should I Use This?

- To help participants better understand complicated IDEA regulations (e.g., significant disproportionality)
- To help staff understand IDEA reporting rules
- To help staff remember how to complete a reporting process
- To help staff find important information on websites
- To help others better understand IDEA data in general
- Other ideas

Large Group Discussion

- Could you use any of the activities shown today in your IDEA trainings?
- How do you think you could "gamify" your trainings to make them more engaging?
- Can you share with us any activity where you may have used gamification or game-learning concepts in your trainings?

Gamification Resources

- Polling Tools
 - Mentimeter (www.mentimeter.com)
 - Aha Slides (www.ahaslides.com)
 - Poll Everywhere (www.polleverywhere.com)
- Quiz or Trivia Games
 - Kahoot (www.kahoot.com)
 - Quizlet (www.quizlet.com)
 - TriviaMaker (www.triviamaker.com)
- Interactive Tools
 - Zeetings (www.zeetings.com)
 - PearDeck (www.peardeck.com)
 - NearPod (www.nearpod.com)
 - Flipgrid (www.flipgrid.com)
 - JamBoard (<https://edu.google.com/products/jamboard/>)
 - Ceilfire (www.ceilfire.com)
 - Scratch (<https://scratch.mit.edu/>)
- Be Creative & Create Your Own

Conclusion

Gamification can help make trainings more interesting and memorable by making trainings more interactive and fun!



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For More Information



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