Using Gamification to Build an Engaging IDEA Data Training
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
What Is Gamification?

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

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!

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
Activity #1
Activity #2
Activity #3
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!
Contact Us

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For More Information

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