Understand the Player: Gamification and Activity Design

By Zon Petilla

Research on how video games can be implemented to help students learn in and out of class is relatively new and the methodologies are varied. It can be said that games have had an effect on humanity since the creation of dice. Before computers, games as much as narratives have for centuries taught us about how to socialize and survive in the world we live in. Gamification is the process whereby game-related theories and practices are used to help people attain new skills, confidence, and self-autonomy. Gamers are able to attain new life skills more easily with games than without. Games have been shown to help students become autonomous learners as well as gain the necessary skills to thrive in a technology-integrated world - skills such as collaboration across networks, leading by influence, driving curiosity with imagination, accessing while analyzing information, and using effective language communication, just to mention a few examples.

Currently, the lack of research and understanding on how elements of gamification or game design can be used in the classroom has lead teachers and students to miss learning opportunities or to not use gamification properly. Examples include poor game balancing, causing students to not want to play by creating unfair or broken game conditions. Skinner Box-type rewards often don't consider the course content or student progression through a curriculum.

This presentation will cover relevant research that has been conducted and present ways to incorporate game design into one of the common NET and EFL teaching lesson plan frameworks.

THE PRESENTER

Between California and South Korea, **Zon Petilla** has been teaching multiple levels in his 9-year career as an educator. He has a BA in linguistics (TESOL) from CSU Fresno and an MSBE from Full Sail University of Florida. Zon's past presentations have included "Visual Language Primitives" at the San Comic-Con International in 2007 and "Simplifying Class Rules" at the KOTESOL National Conference this spring. Currently, he teaches students from grades K-6 at the Ojeong English Center. He is also an amateur HTML5 game developer.

(*Zon Petilla will facilitate the workshop on game and activity design at the August 13th meeting of the Gwangju-Jeonnam Chapter of KOTESOL at Gwangju National University of Education.*)

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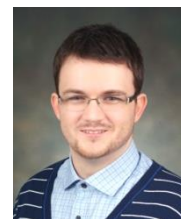Email: chosunu@yahoo.com
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Dept. of English Lang. & Literature
Email: jocelynmnu@yahoo.com

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Gwangju
Email: spiritmonger@naver.com

Officer-at-Large
Seongsuk Yun
Ojeong English Center
Email: yssdemi@hanmail.net

Chapter Email Address
gwangju_kotesol@yahoo.com
gwangju@koreatesol.org

Facebook
Gwangju-Jeonnam KOTESOL
www.facebook.com/groups/
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Collaborative Problem-Solving Workshop

Real Solutions to Real Problems in the ELT Profession

This workshop will feature five "problem stations," each with a different problem that a chapter member is facing and cannot find a satisfactory solution to, as well as the member with the problem. Attendees will divide up and go at the "problem stations" of their choice. Each small group will discuss the problem, ask questions of the problem-holder, and offer suggestions to help the problem-holder arrive at a suitable solution.

When finished at their present station, attendees to go to the next "problem station" of their choice, where they will form a new small group to discuss a new problem to find a solution to. We hope that each attendee will be able to participate in three small-group discussions of problems (four, if time permits) during the workshop. The workshop will conclude with each problem station host informing the entire group of the solution they found, through the small-group discussions, to best deal with their problem.

Problem 1. Making Discipline-Specific Concepts in Content-Based Courses Comprehensible Without Coursebooks
 — Problem Station Host: Jocelyn Wright
With proper coursebooks being available, how can useful, student-friendly materials be provided?

Problem 2. Students' Lack of Adequate Vocabulary and Expressions to Express Themselves Fully
 — Problem Station Host: Jessica Magnusson
How can expression-building and vocabulary building best be affected?

Problems 3: How to Teach Reading Comprehension Effectively with Authentic Materials
 — Problem Station Host: Jeongsoon Park
Although authentic reading materials have been found that are fun and interesting for the students, they don't seem to improve reading skills.

Problem 4. How to Introduce Culture into a Lesson in a Meaningful and Useful Way?
 — Problem Station Host: Cara Scott
To date, attempts at incorporating culture into lessons has not seemed to engage the students meaningfully nor provided them with practical skills.

Problem 5. Unreliable Attendance
 — Problem Station Host: Bryan Hale
How can the teacher properly prepare for a class when they are not sure how many students will be present (as in a *hagwon* situation), how may will show up late, or leave early?

(*This problem-solving workshop will take place at the August 13th meeting of the Gwangju-Jeonnam Chapter of KOTESOL at the Gwangju National University of Education.*)

Gwangju-Jeonnam KOTESOL August Chapter Meeting

- ■ Time: Saturday, August 13, 2016, 1:45–5:00 p.m.
- ■ Place: Gwangju Natl. University of Ed., Teacher Training Bldg., Room 811 (1st Floor)

■ Schedule: Chapter Meeting, Main Session

1:45 pm: Sign-in and Meet-and-Greet   (Admission is free.   Future membership is welcomed.)

2:00 – 2:50 pm: PRESENTATION
Understand the Player: Gamification and Activity Design
Zon Petilla (Ojeong English Center)

2:50 – 3:10 pm: Refreshment Break

3:10 – 4:25 pm: COLLABORATIVE PROBLEM-SOLVING WORKSHOP
Real Solutions to Real Problems in the ELT Profession
David Shaffer (with Jocelyn Wright, Jessica Magnusson, Jeongsoon Park, Cara Scott, and Bryan Hale)

4:25 – 4:45 pm: SwapShop Session (Open to All)
Everyone is encouraged to share their Teaching Discoveries and Secrets with the group. Share your Teaching Tips, Ideas, Classroom Activities, Games, ELT Books, or other Teaching Wisdom. (Handouts welcomed.)

4:45 – 5:00 pm: Announcements / Drawing for Door Prizes / Closing

5:45: After-Meeting Dinner at **The First Alleyway**, downtown.

Upcoming Chapter Events

September 10, 2016. Monthly Chapter Meeting In Association with the Third AILA East-Asia and ALAK-GETA Joint International Conference
ELT and Applied Linguistics in a Globalizing Asia: Opportunities and Challenges

Lindsay Herron (Featured Session)
- *Tech Tools to Ease Teachers' Live*

Jocelyn Wright (25 min.)
- *Doing Reflective Practice: Awareness-Raising for Empowerment*

Bryan Hale (25 min.)
- *Understanding Our Learners: Being Reflective and Intentional About How We Know Students*

Upcoming KOTESOL Events

October 15–16. KOTESOL Intl. Conference
Shaping the Future: With 21st Century Skills
Sookmyung Women's University, Seoul

Reflective Practice SIG
Morning Meeting
Are You in Control of Your Classroom?
Jocelyn Wright facilitating.