DEVELOPING GAMIFIED RESOURCES FOR SUSTAINABILITY EDUCATION

Paul Wallis: Confetti

paul.wallis@ntu.ac.uk

The Concept

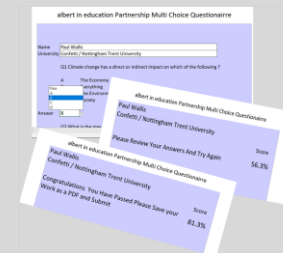**THE ENVIRONMENT**

POWERPOINT AS A STORY TELLING DEVICE

SCRIPTED POWERPOINT GAME

Bonus Level: Self Marking Quiz in Excel
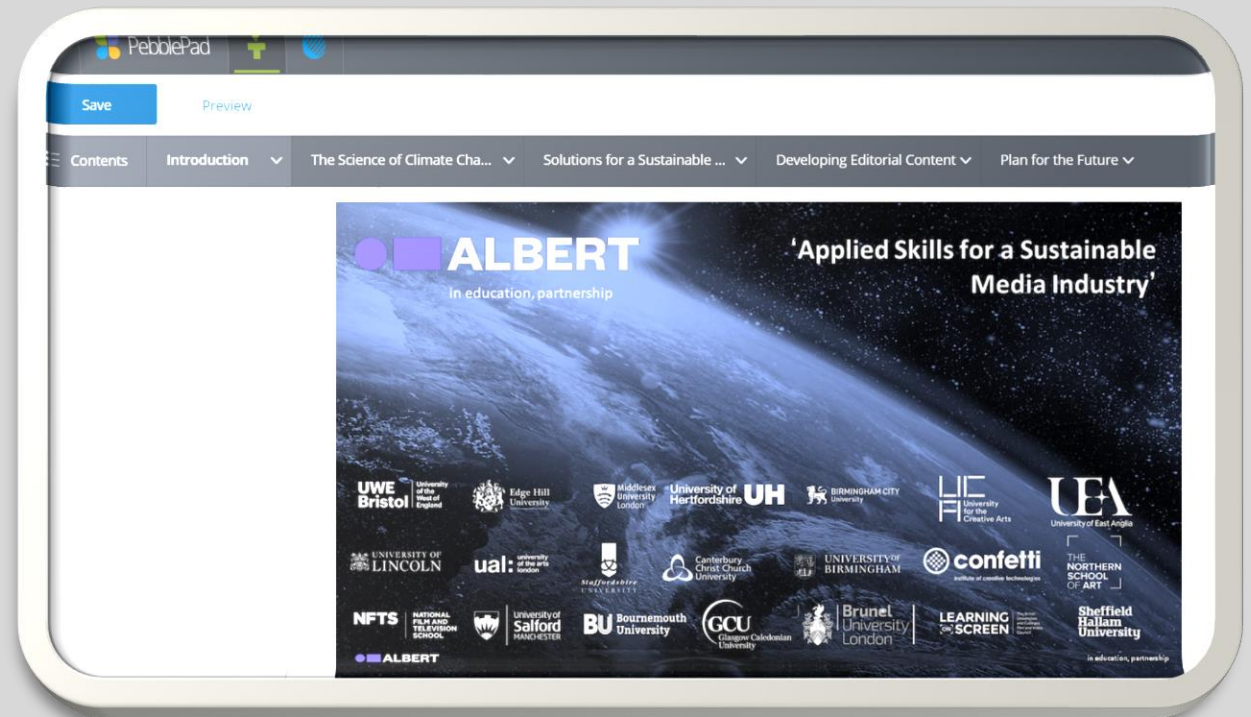
The Environment

All the resources are embedded within a Pebble Pad Workbook

The workbook is structured into defined sections that can be thought of as Levels in a Game
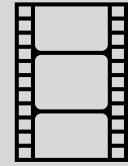
As the learners progresses through the levels they are provided with information that will allow them to complete a summative activity that demonstrates their understanding

Today we will look at 2 of the levels and see how the use of a PowerPoint presentation has been adapted into a gamified experience

Power Point Story

○ The PowerPoint Story is the Activity that learners undertake after Considering Solutions for A Sustainable Future – Part 2 Sustainability The Wider Agenda

○ The "Back Story" for this activity is the Direct and Indirect Impact of Climate Change and what changes can **society** make that will determine whether the climate change story will lead to redemption or annihilation.

○ Learners are given the choice to select a PowerPoint Deck that contains approximately 30 Scenarios/ Critical Events that have real potential of happening before 2050

○ Using the Decks the Students starting at the current date rearrange the slides into a narrative order that either shows the progression of events if society doesn't act or the progression of events that need to happen for Climate Change Disaster to be avoided.

○ Once the story events have been outlined students can save the PowerPoint as a video and can also record an audio narrative inside PowerPoint to enhance their Story Telling Explanations Reflections etc. and share their insight.

Play Your Carbon Right

◦ The Final Resource is second PowerPoint Resource that has been developed using Triggers and Animation to build an interactive experience where the player indicates their response by clicking on an item within in the slide.

◦ The Items have been "Scripted" to give visual and auditory feedback to indicate whether the response is correct.

◦ The scripted feedback will also give facts about the answer.

◦ The game is a Play on the "Classic" TV gameshow Play Your cards Right … But don't let on to your students as it may make you feel old….

Self Marking Multi-Choice Quiz

○ The Bonus Level (here if there is time) Uses Microsoft Excel as the Platform for a Multi Choice Quiz

○ Using Drop Down Fields Formula and Spread Sheet calculations the learner can answer the questions, and receive a score and a written feedback statement on their achievement.