




# Make learning engaging with **gamification** for academia


















Champion

  514  6 of 24

You are at the last level

Leaderboard

|   |                               |   |  |
|---|-------------------------------|---|--|
|  | Sally Johnson<br>Champion     |  977 |  10 |
|  | Frederick Philips<br>Champion |  839 |  0  |
|  | Julie Andrews<br>Champion     |  589 |  4  |
|  | Jonn willis<br>Champion       |  514 |  6  |
|  | Claire Griswold               |  120 |  2  |

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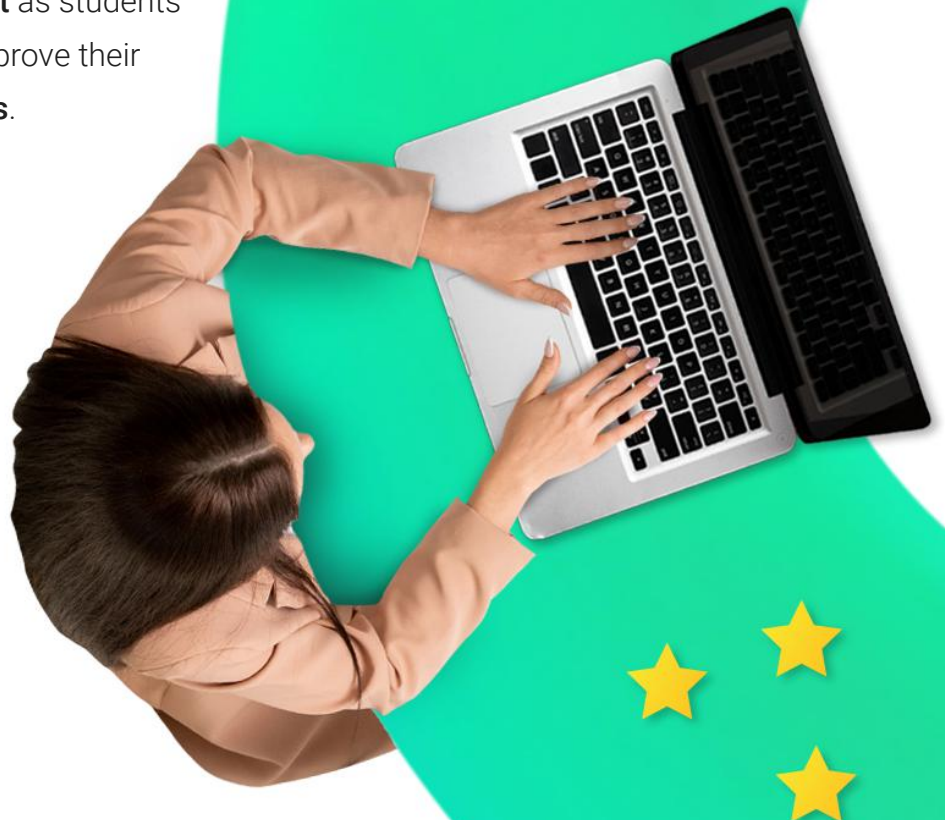


Gamification is based on automation, a powerful feature that makes it easy for teachers to trigger actions such as awarding badges and points to students when they complete tasks.

# Benefits of gamification in the classroom

Teachers can use games as a way of making their classes more engaging and fun for their students. Adding a gaming element to a classroom can **encourage students** not only to **learn more**, but also to **stay motivated** throughout the entire learning process. Most of all, they get a **sense of achievement as they tackle challenges**, get out of their comfort zone and become **more involved** in their studies.

Gamification is a powerful tool that enables teachers to **track students' progress** as they advance through lessons, regardless of the difficulty level of a subject. Gamification also **introduces a competitive spirit** as students advance through games to improve their **rankings and earn more prizes**.



# How to use gamification in CYPHER

The gamification feature available in CYPHER allows teachers to **create games for classes, learning paths, and site-wide games**. Gamification is based on automation, a powerful feature that makes it easy for teachers to **trigger actions such as awarding**

**badges** and points to students when they complete classroom tasks. For example, teachers can trigger actions to award points and badges when students complete a lesson or assignment. **Here is an overview of how gamification works in CYPHER:**

## Class games

Teachers can easily create class games and **customize each game to suit a specific theme or subject**. You can add more than one game per class. The first step is to create the game levels and define how many points are required to pass each level in the

game. **Levels are a fun way for students to see their progress in a game** and it gives them something to look forward to as they learn. The points that students earn for completing lessons, assignments, and more will **help them advance through the levels**.



| Levels   | Points | Edit  | Remove  |
|--|--------|---|---|
|  Beginner     | 100    |  |  |
|  Intermediate | 200    |  |  |
|  Advanced     | 300    |  |  |
|  Expert       | 600    |  |  |



After creating the levels, you can **add rules that automatically award points** and badges to students when they complete different tasks. There are various areas in a class where you can **use automation to set up rules** for awarding badges and points:

### Enrollment and unenrollment actions

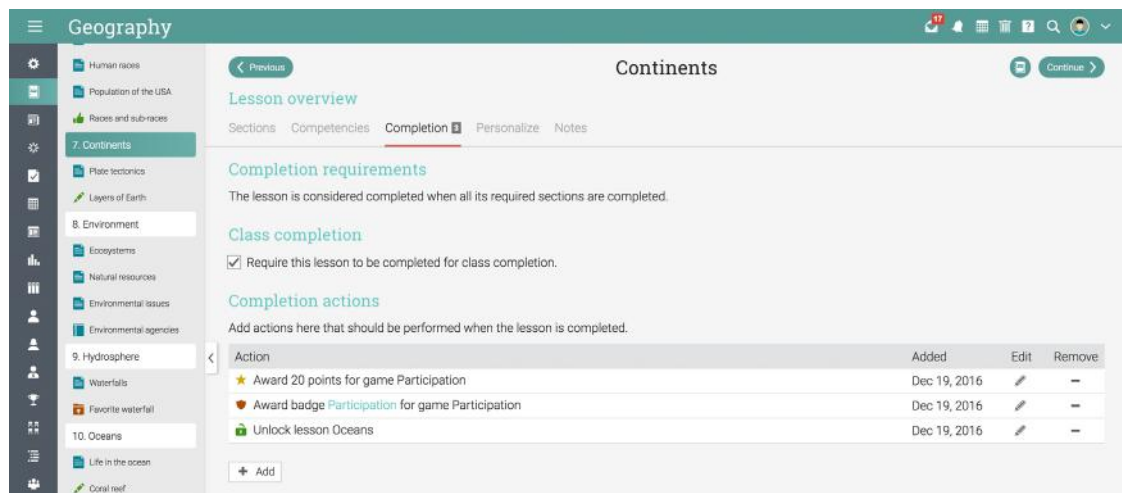
Teachers can create actions that award badges and points when new students are enrolled in classes or when students are unenrolled from classes.

### Class completion actions

Teachers can trigger actions that award badges and points when students complete classes.

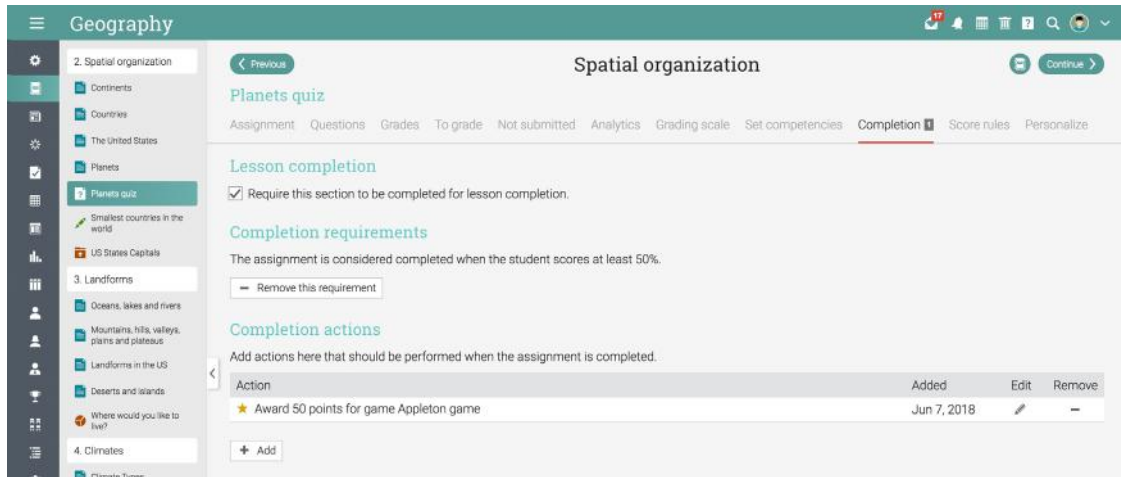
### Completion actions for lessons, sections, and assignments

Teachers can trigger actions that award badges and points, when lessons, content pages, and assignments are completed.



In the case of **assignments** you can also **set a minimum score** that is required for the assignment to be completed. As an example,

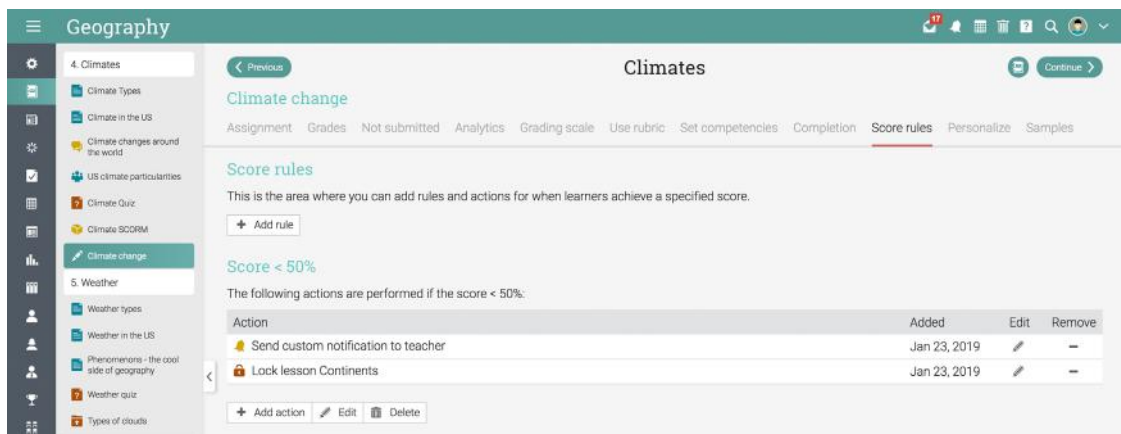
when a student gets the score of 100, the assignment is complete and you can add a rule to award 50 points for the class game.



### Score-based actions

You can also **add rules that are triggered** when students achieve a certain score.

For example, if a student gets a high score, you can award them a badge.





## Level actions

Define actions that are triggered when a particular **game level is achieved**.

For example, students can receive a badge when they reach a new level in the game.

### Drizzle level actions

The following actions are performed when this level is achieved

| Action   | Added        | Edit | Remove |
|--|--------------|------|--------|
| Send the "achieve level" canned message  | Jul 14, 2018 |      |        |
| Award badge <span style="color: #00a651;">Climate Guru</span> for game Participation | Oct 19, 2018 |      |        |

+ Add

You can see an **overview page** of all aspects of a game: the name, levels, actions for each

level, a list of badges, the number of total points, teams, and leaderboard settings.

Geography
School Administrator

- Admin
- Start
- Assignments
- Gradebook
- Mastery
- Resources
- Students
- Parents
- Teachers
- TAs
- Games
- Setting chart

Participation
← Games

| Levels  | Points | Edit | Remove |
|---------|--------|------|--------|
| Drizzle | 200    |      |        |
| Rain    | 300    |      |        |
| Storm   | 400    |      |        |
| Tornado | 500    |      |        |
| Tsunami | 800    |      |        |

#### Drizzle level actions

The following actions are performed when this level is achieved

| Action   | Added        | Edit | Remove |
|--|--------------|------|--------|
| Send the canned message: "achieve level"   | Jul 14, 2018 |      |        |
| Award badge <span style="color: #00a651;">Climate Guru</span> for game Participation | Oct 19, 2018 |      |        |

#### Rain level actions

The following actions are performed when this level is achieved

| Action                                   | Added        | Edit | Remove |
|--|--------------|------|--------|
| Send the canned message: "achieve level" | Jul 14, 2018 |      |        |

#### Leaderboard

- Livia Mendes Tsunami 1196 12
- Ann Jones Tsunami 1080 19
- Bex Bisto Tsunami 810 6
- Katie Johnson Tsunami 790 1
- Travis Doss Tsunami 765 3
- Sally Johnson Tornado 686 13
- Tanner Willis Tsunami 685 14
- Adrian Lim Tsunami 670 4
- Steve Damien Tsunami 660 7
- Alan Kwan Tsunami 640 4

#### Teams

- Junior Go Green 6017 60
- Hiking group 3967 54

Add a competitive spirit to your class game by using the leaderboards feature. Leaderboards show class rankings according to levels, points and badges.

### Leaderboard

|  |                                   |   |        |
|--|-----------------------------------|---|--------|
|  | <b>James Thomson</b><br>Advanced  | ★ | 501 16 |
|  | <b>Steven Timm</b><br>Advanced    | ★ | 461 11 |
|  | <b>Ken Sanders</b><br>Advanced    | ★ | 310 3  |
|  | <b>Jamie Powell</b><br>Advanced   | ★ | 285 5  |
|  | <b>Zsolt Bertalan</b><br>Advanced | ★ | 283 8  |
|  | <b>Sally Johnson</b><br>Advanced  | ★ | 270 6  |

You can also keep track of each student's progress in a game by clicking on points and badges that are displayed on leaderboards.

Katie Johnson ✕

#### Levels

| Name                  | Awarded      |
|-----------------------|--------------|
| Drizzle<br>200 points | Aug 4, 2016  |
| Rain<br>300 points    | Aug 5, 2016  |
| Storm<br>400 points   | Aug 5, 2016  |
| Tornado<br>500 points | Aug 5, 2016  |
| Tzunami<br>800 points | Nov 17, 2016 |

#### Badges

| Description   | Awarded     |
|---|-------------|
| Speaking wizard<br>For completing assignment Races and sub-races. | Jul 3, 2018 |
| Captain Planet<br>For completing section Continents.              | -           |
| Best attitude<br>For completing section What is Geography.        | -           |
| Gold star<br>For completing assignment Planets quiz.              | -           |



## Learning path games

Teachers can **inspire students to achieve goals** using learning paths. Each goal can represent a class or a certificate. **Students must complete goals**, one by one, **in order to achieve mastery** of a topic. You can

create path games and award points and badges when students are enrolled or unenrolled from the path, when they complete goals, and when they finish the path.

The screenshot shows the 'Natural Sciences Track' interface. The main content area displays two lessons: '1. Starting with the basics' and '2. Physics'. The '1. Starting with the basics' lesson includes a list of sections: Introduction, Science survey, Biology, Geography, and completion certificate. The '2. Physics' lesson is also visible. On the right side, there is a 'Path Game' section showing a list of users and their scores, such as Sally Johnson (477) and Peter Frey (381). Below the path game is an 'Admin' section with options for 'Style: self paced' and 'Catalog page configure'.

You can easily set up rules that award points and badges in the path from the **Automation tab**.

The screenshot shows the 'Automation' tab for the 'Natural Sciences Track'. It displays three sections of actions: 'Enrollment actions', 'Unenrollment actions', and 'Reenrollment actions'. Each section contains a table of actions with their respective dates.

| Section              | Action   | Date         |
|----------------------|--|--------------|
| Enrollment actions   | Send the canned message: 'enrollment'                              | Apr 28, 2020 |
|                      | Award badge Gold star for game Path Game (Popup)                   | Apr 28, 2020 |
|                      | Award badge Participation for game Path Game (Popup)               | Apr 28, 2020 |
|                      | Award 241 points for game Path Game (Popup)                        | Apr 28, 2020 |
|                      | Award 54 points for game Path Game ( Name contains sally ) (Popup) | Apr 28, 2020 |
| Unenrollment actions | Send the canned message: 'unenrollment'                            | Apr 28, 2020 |
|                      | Send the canned message: 'reenrollment'                            | Apr 28, 2020 |

The **game overview page** in a path shows details about the game, such as its levels, when points and badges are awarded, and the leaderboard.

**Path Game**

Add the game description here

← Games

**Levels**

| Levels                | Points | Edit | Remove |
|-----------------------|--------|------|--------|
| Junior Lab Technician | 100    |      | —      |
| Instrument Scientist  | 200    |      | —      |
| Super Scientist       | 300    |      | —      |
| NatSci Expert         | 400    |      | —      |

+ Add

**Junior Lab Technician level actions**

The following actions are performed when this level is achieved

| Action                                   | Added        | Edit | Remove |
|--|--------------|------|--------|
| Send the canned message: "achieve level" | Apr 28, 2020 |      | —      |

+ Add

**Instrument Scientist level actions**

The following actions are performed when this level is achieved

| Action                                   | Added        | Edit | Remove |
|--|--------------|------|--------|
| Send the canned message: "achieve level" | Apr 28, 2020 |      | —      |

+ Add

**Leaderboard**

|                                     |     |   |
|-------------------------------------|-----|---|
| Sally Johnson<br>NatSci Expert      | 477 | 3 |
| Peter Frey<br>Super Scientist       | 381 | 3 |
| Rex Beets<br>Super Scientist        | 340 | 3 |
| Roxanna Hande...<br>Super Scientist | 340 | 3 |
| Charles Irving<br>Super Scientist   | 340 | 2 |
| Billy Aaron<br>Super Scientist      | 336 | 2 |
| Tutor Bennett<br>Super Scientist    | 336 | 3 |
| Steve Daman<br>Super Scientist      | 330 | 3 |
| George Foster<br>Super Scientist    | 336 | 2 |



Adding a gaming element to a classroom can encourage students not only to learn more, but also to stay motivated throughout the entire learning process.

## Creating site-wide games

You can create site-wide games and **award points and badges for it from any area of the platform** where automation can be used. You can trigger actions when new accounts are created, when users enroll in groups or classes, when students complete learning

paths, and more. A **site-wide game uses a scoring system that allows users to gather points** for a site-wide game from various areas of the platform. Only administrators can create site-wide games.

| Levels       | Points | Edit | Remove |
|--------------|--------|------|--------|
| Beginner     | 100    |      |        |
| Intermediate | 200    |      |        |
| Advanced     | 600    |      |        |

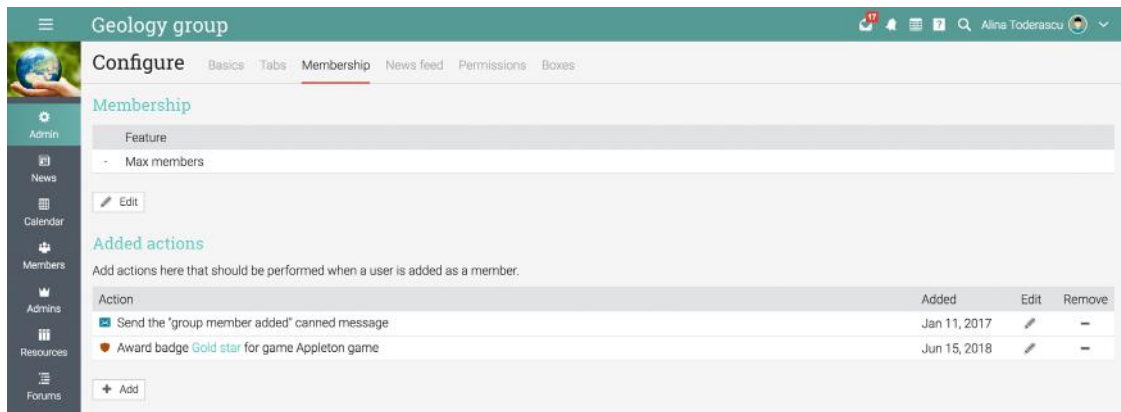
| Description  | Badge          |
|--|----------------|
| For completing section What is Geography?.                     | Captain Planet |
| For completing section Waterfalls.                             | Most improved  |
| For completing section Special Ed: from preschool to grade 12. | Good start     |

| Player            | Points | Level |
|-------------------|--------|-------|
| Livia Mendes      | 29     | 1     |
| Zsolt B           | 25     | 1     |
| Billy Aaron       | 6      | 2     |
| Bex Besto         | 6      | 1     |
| Tudor Bennett     | 6      | 2     |
| Travis Diss       | 6      | 1     |
| George Foster     | 6      | 1     |
| Peter Froy        | 6      | 1     |
| Katie Johnson     | 6      | 0     |
| Roxanne Hiende... | 6      | 1     |

For example, you can award points and badges from the **Account section** of the platform, when new students join the platform.

| Action   | Added        | Edit | Remove |
|--|--------------|------|--------|
| Send the "new account" canned message.                           | Jul 7, 2016  |      |        |
| Add to group Parents of Appleton (Account type in Parent)        | Jun 7, 2018  |      |        |
| Award 50 points for game Appleton game (Account type in Student) | Jun 7, 2018  |      |        |
| Award badge Future meteorologist for game Appleton game          | Jun 15, 2018 |      |        |

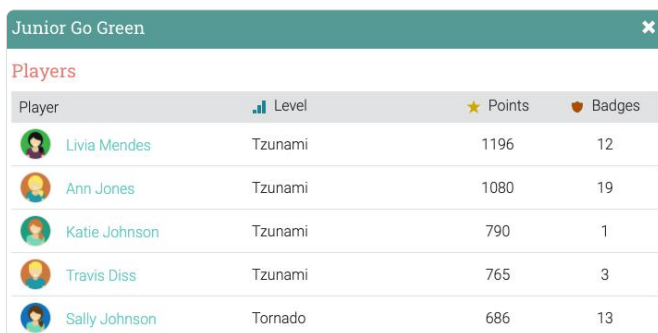
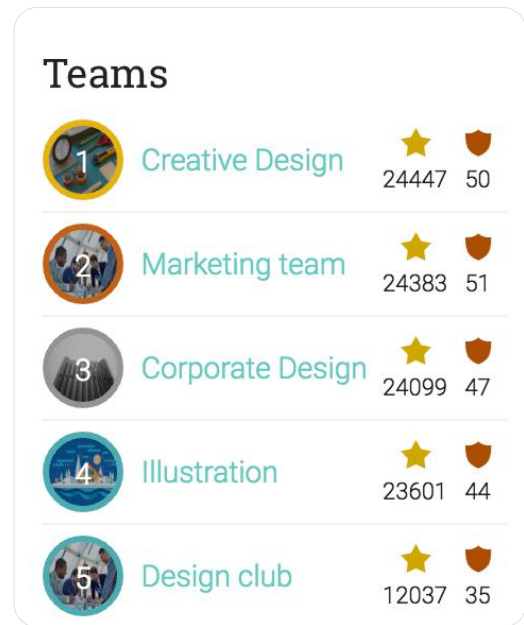
You can also award points and badges **when new members are enrolled in a group**.



## Team games

You can **encourage students to participate in a fun contest** together with their classmates. Teachers can create team games by adding groups from the platform to class, path and site-wide games.

The **team leaderboard is visible on the game landing page**, displaying information such as teams ranking, total points, and badges earned by each team.





You also have an **overview of each team** with the contribution to the game of each team player.

## Student view of games


Students can **see their progress through a game** and their ranking on the class landing page.

### Tsunami





960






12 of 22

You are at the last level

---

#### Leaderboard

|   |                          |   |    |         |
|---|--------------------------|---|----|---------|
|  | Livia Mendes<br>Tsunami  | ★ | 🛡️ | 1230 13 |
|  | Sally Johnson<br>Tsunami | ★ | 🛡️ | 960 12  |
|  | Bex Besto<br>Tsunami     | ★ | 🛡️ | 910 8   |

They can also see **an overview of their game progress** and what actions awarded them with badges and points.






Geography
Sally Johnson

- Lessons
- News
- Welcome
- Assignments
- Calendar
- Resources
- Teachers
- Students
- Games



#### Participation

Description


#### Levels

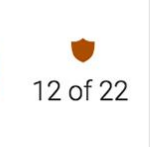
| Name  | Awarded   |
|---|---|
|  Drizzle<br>200 points | Jan 28, 2019 <span style="color: green;">✔</span> |
|  Rain<br>300 points    | Jan 28, 2019 <span style="color: green;">✔</span> |
|  Storm<br>400 points   | Jan 28, 2019 <span style="color: green;">✔</span> |
|  Tornado<br>500 points | Jan 28, 2019 <span style="color: green;">✔</span> |
|  Tsunami<br>800 points | Jan 28, 2019 <span style="color: green;">✔</span> |

#### Badges


| Description  | Awarded   |
|--|---|
|  Gold star<br>For completing section Continents.  | Jan 28, 2019 <span style="color: green;">✔</span> |
|  Student of the month<br>For completing section Phenomenons - the cool side of geography. | Jan 28, 2019 <span style="color: green;">✔</span> |

#### Tsunami





960






12 of 22

You are at the last level



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#### Leaderboard

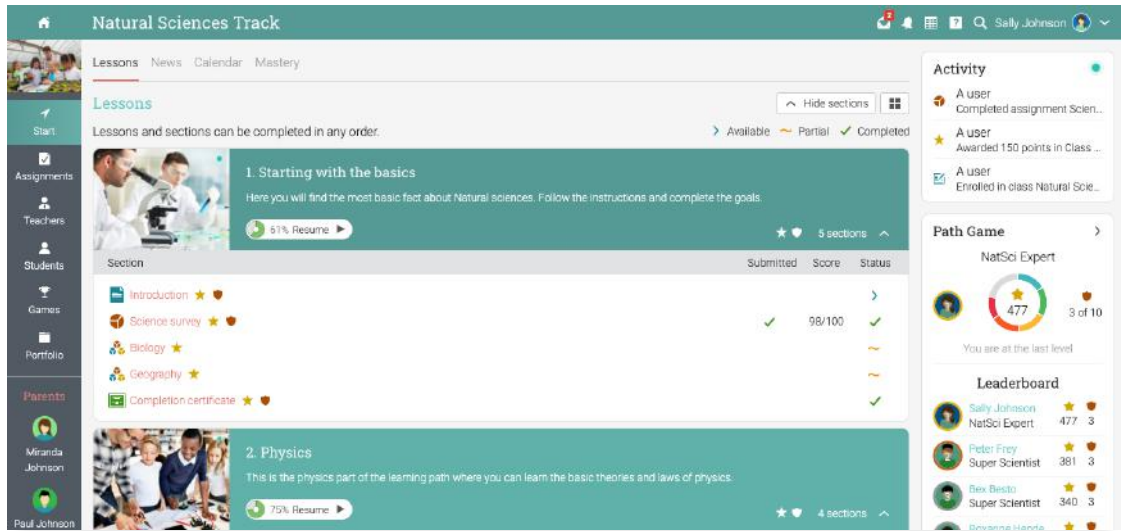
|   |                          |   |    |         |
|---|--------------------------|---|----|---------|
|  | Livia Mendes<br>Tsunami  | ★ | 🛡️ | 1230 13 |
|  | Sally Johnson<br>Tsunami | ★ | 🛡️ | 960 12  |
|  | Bex Besto<br>Tsunami     | ★ | 🛡️ | 910 8   |

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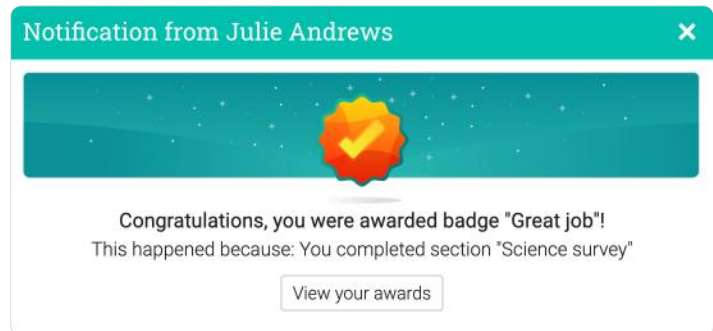
#### Teams

|   |                 |   |    |          |
|---|-----------------|---|----|----------|
|  | Junior Go Green | ★ | 🛡️ | 46845 52 |
|  | Hiking group    | ★ | 🛡️ | 34790 34 |

In a learning path students can see their game ranking on the **path landing page**.



Whenever a student earns a badge or point, they **receive a notification**.



Students can see the progress of their team in games on the **class, path, and group landing page**.

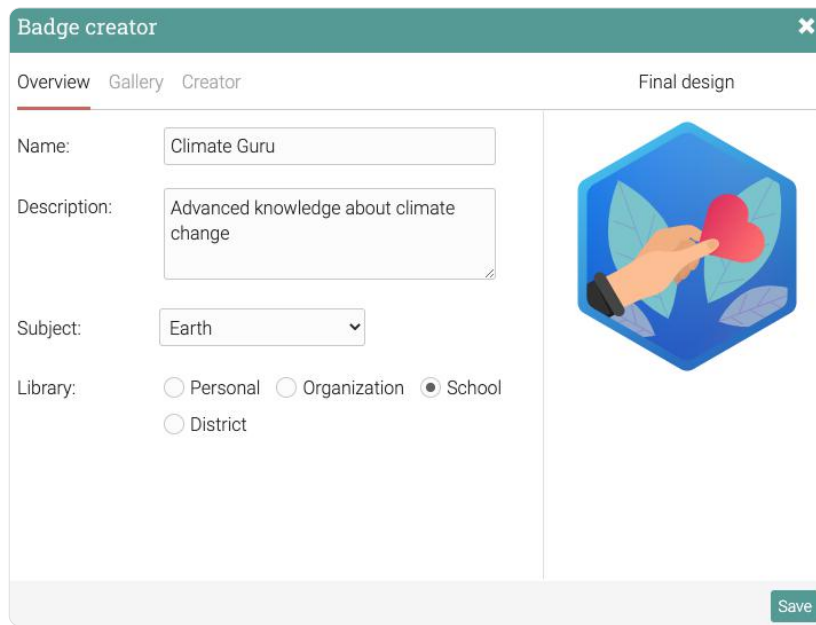




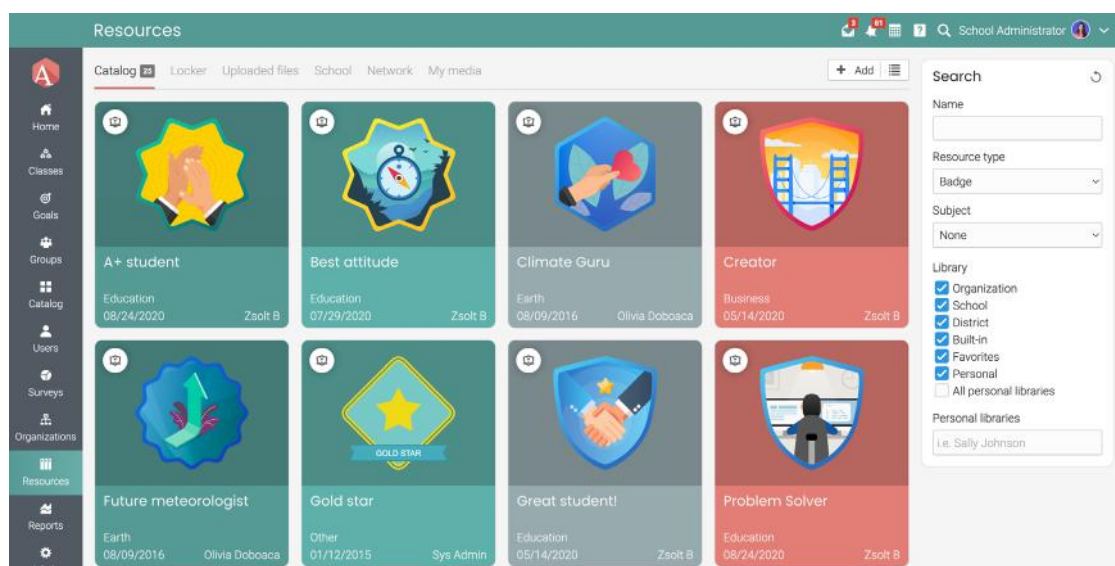
## Customizing badges

You can create badges with **CYPHER's badge editor**, which allows you to use customize them using shapes, images,

text, and colors. You can also **upload your own images** for badges.



They can also be **saved as resources**, and used in any area of the platform that awards badges.







# About CYPHER Learning

CYPHER Learning is leading the necessary disruption of learning platforms to unleash human potential with modern learning.

CYPHER exists to ignite lifelong passions through personalized, engaging, and limitless learning experiences for all. We give teachers and professors more time to teach, build human connection into everything we do, and deliver tailored learning experiences that are meaningful and measurable.

Just the way modern learners expect.

The CYPHER platform is easy-to-use, beautifully designed, and infused with AI-powered technology. Every aspect beams thoughtful innovation and engineering that puts people first. Millions of users experience their “just in time, just for me, just the way I want it” approach in 50+ languages with the CYPHER award-winning platform.



To learn more about CYPHER Learning and our modern learning platform, visit us at

[www.cypherlearning.com](http://www.cypherlearning.com)