Make learning engaging
with **gamification**
for academia

Table of contents

> 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

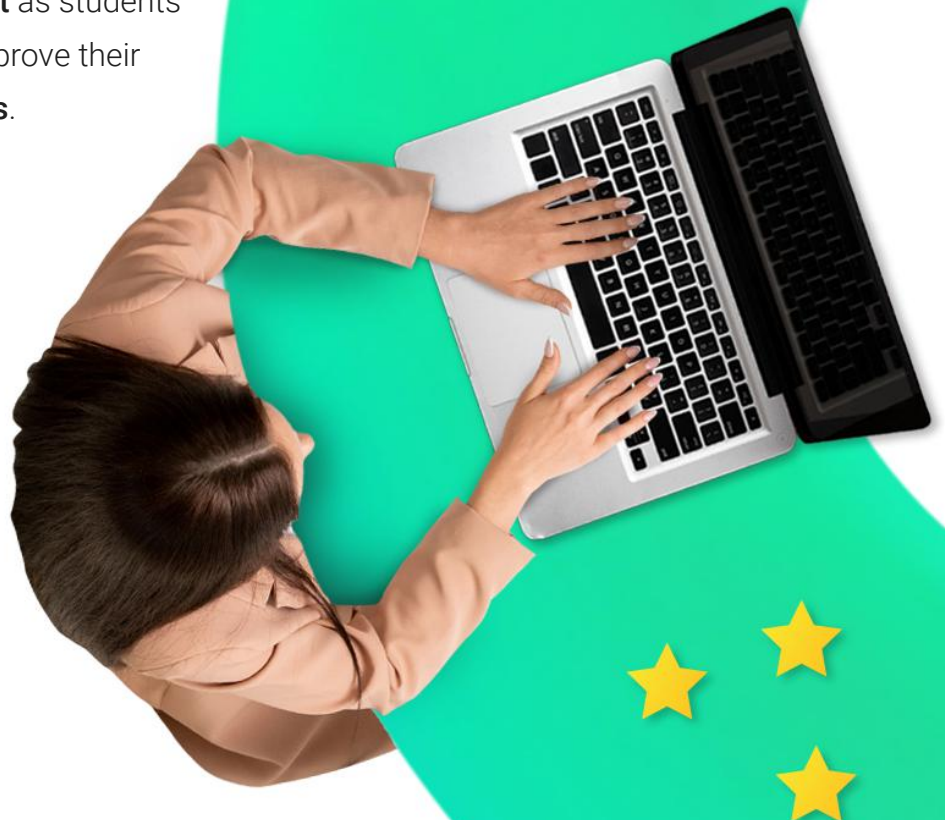The gamification feature available in CYPHER allows teachers to **create games for classes, learning paths, and site-wide games**. Gamification is based on automation, a powerful feature that makes it easy for teachers to **trigger actions such as awarding badges** and points to students when they complete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

+ Add

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.
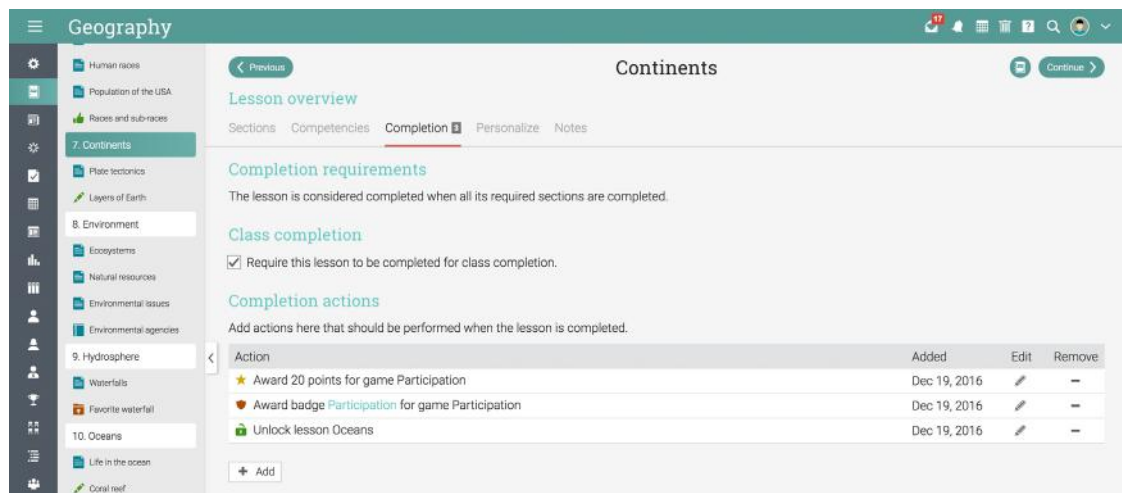
In the case of **assignments** you can also **set a minimum score** that is required for the assignment to be completed. As an example, when a student gets the score of 100, the assignment is complete and you can add a rule to award 50 points for the class game.
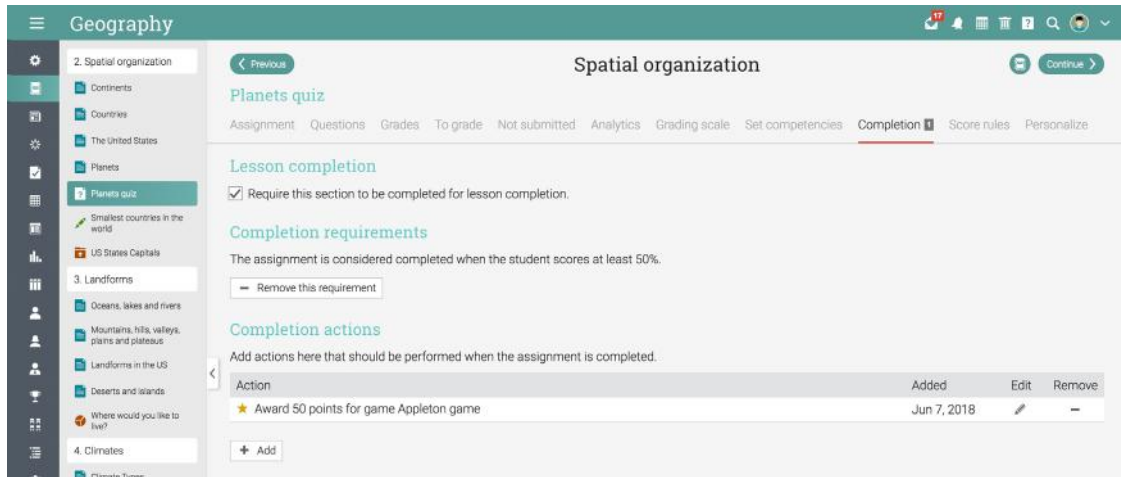
Score-based actions

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.
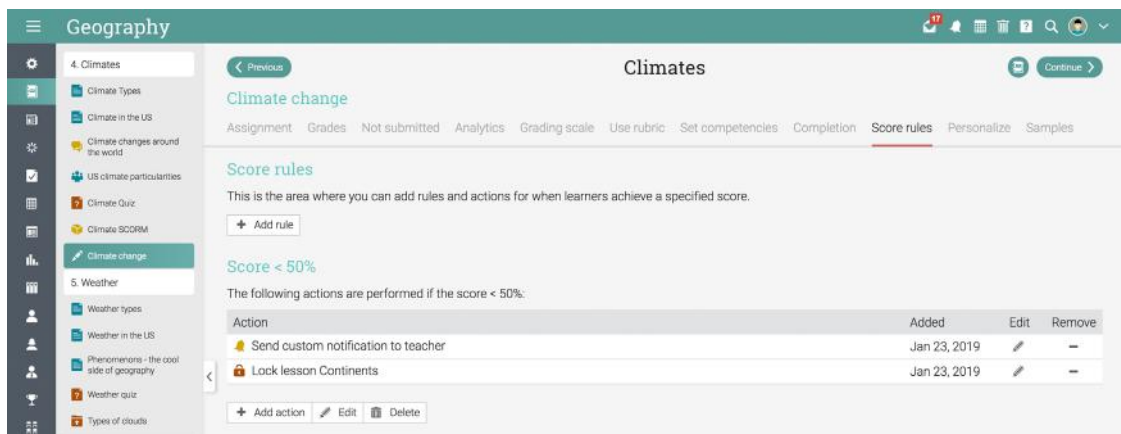
Level actions

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.

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.

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

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

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.

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

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.

> 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.

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

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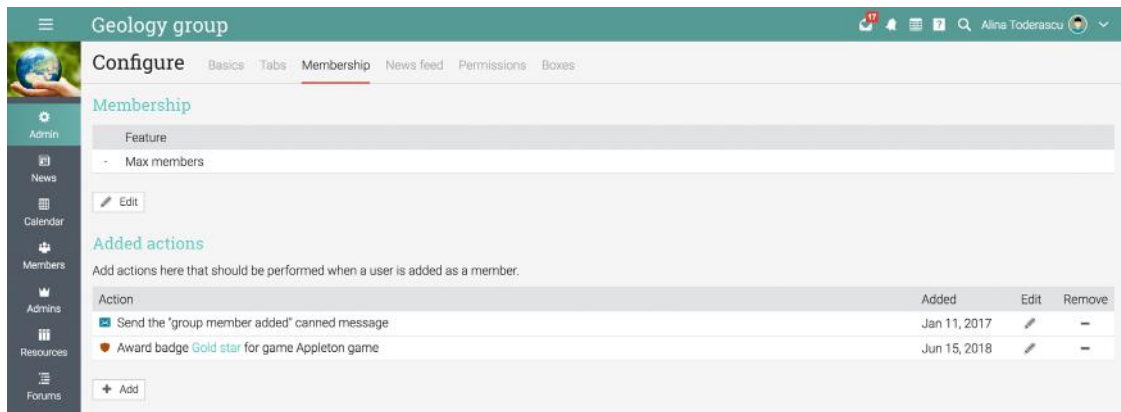
Team games

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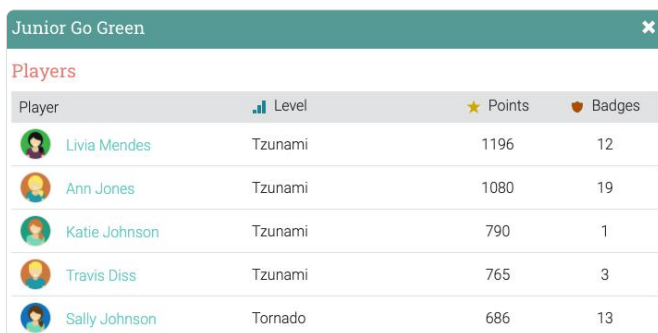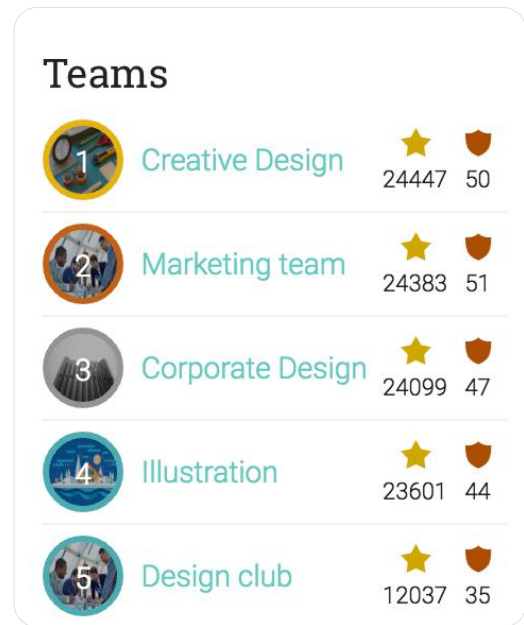
You also have an **overview of each team** with the contribution to the game of each team player.

Student view of games

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

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

In a learning path students can see their game ranking on the **path landing page**.
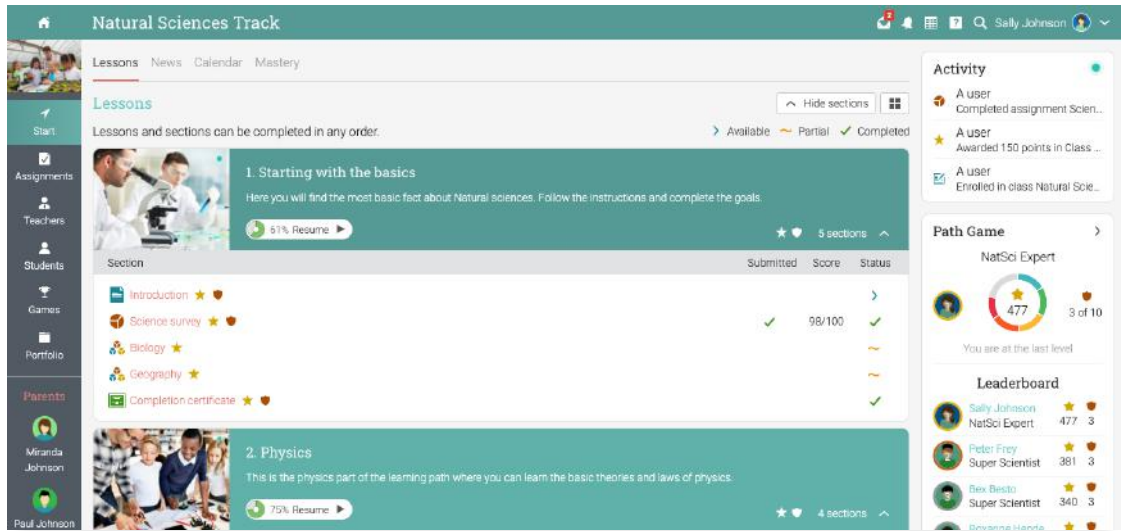
Whenever a student earns a badge or point, they **receive a notification**.
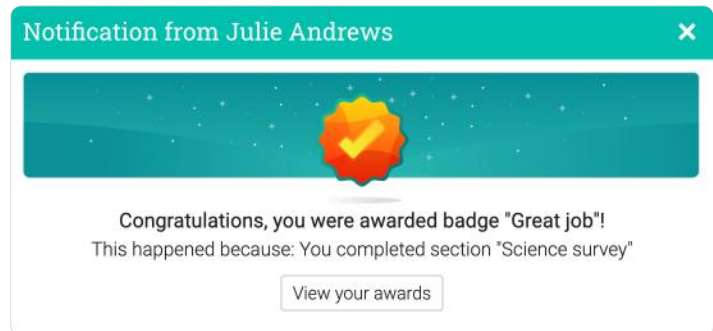
Students can see the progress of their team in games on the **class**, **path**, and **group landing page**.

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 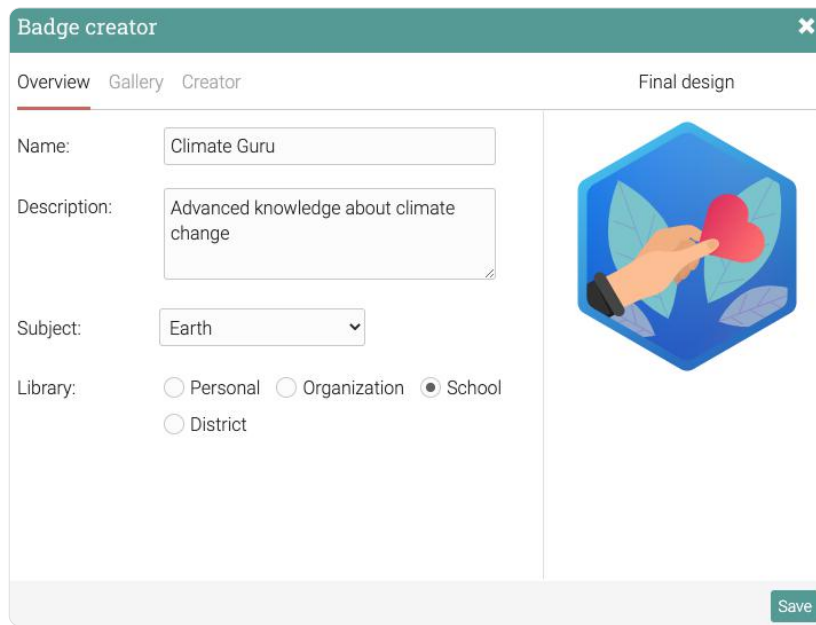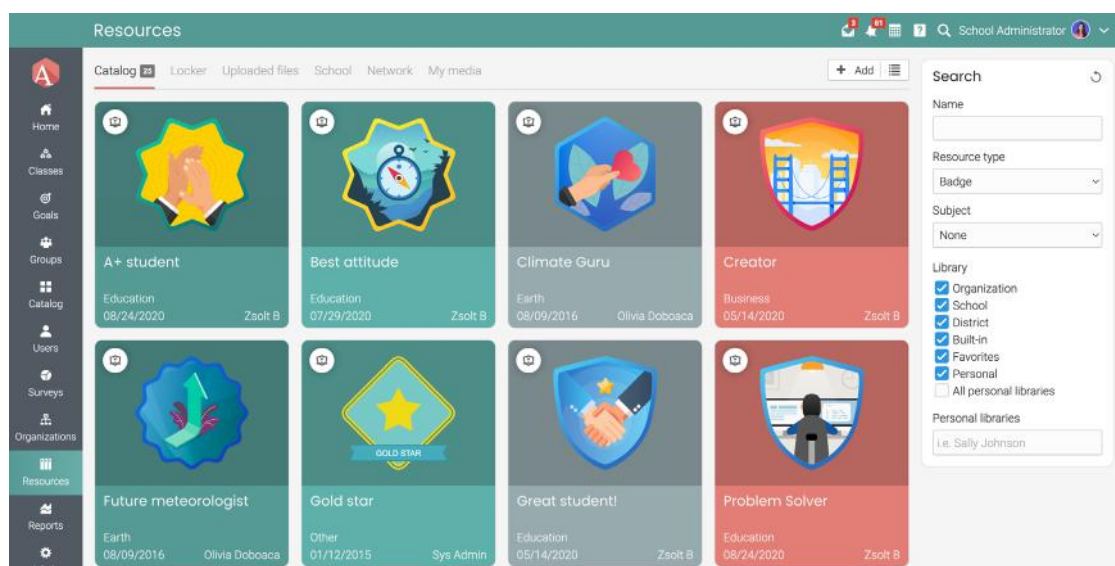give teachers and professors more time to teach, build human connection into everything we do, and deliver tailored learning experiences that are meaningful and measurable.

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