Digital gamificiation for youth engagement (Y-Game) project

AGREEMENT NUMBER: 2016-3640/001-001 ERA-CAPBUL Erasmus+ Programme: Capacity Building in the field of youth

Trining course for youth workers

Gamification as a tool for youth engagement

28th May – 1st June, 2018

Host organization Polytechnic Institute of Santarém (Portugal)

27th of may: arrivals

Please bring your computer

Day 1, 28th of May – **9:30 to 17:30**
1. **Games**
    1.1. What is a game?
        1.1.1. A Brief History of Games
        1.1.2. Myth-Busting - What's true and what's not
    1.2. Elements in a game
        1.2.1. Defining the traits that make a game fun
        1.2.2. Obstacles and Their Importance in Games
        1.2.3. Intrinsic and extrinsic rewards
            1.2.3.1. Emotional Rewards
            1.2.3.2. Pride & Happiness in Gaming
    1.3. A Game Explained (an example of a single game and how it meets the rules of fun)
    1.4. Bartle's Player types
    1.5. Work in Games
    1.6. Learning from Games

Day 2, 29th of May – **9:30 to 17:30**
2. **Gamification**
    2.1. What is Gamification?
        2.1.1. Gamification - different methods, same purpose (Serious Games, Alternative Reality Games)
        2.1.2. Misconceptions
    2.2. Gamification vs Games - What gives?
    2.3. Gamification in Your Life Now
    2.4. How to Clarify Your Expectations of Gamification Projects
    2.5. Know Your Audience for Gamification
        2.5.1. Understanding the Person in Terms of Gamification Design
        2.5.2. Demographics and the Player Persona in Gamification
        2.5.3. Professional Information and the Player Persona in Gamification
    2.6. Statistics - Market value
    2.7. Learning in gamified environments
        2.7.1. How
        2.7.2. Case study
    2.8. Enter the simulation - Virtual Reality and Augmented Reality, a new stage for gamification

Day 3, 30th of May - – **9:30 to 17:30**
  3. **Implementing Gamification**
    3.1.   Introducing Game Mechanics for Gamification (Reasons to Play)
      3.1.1.   Entry Point - Simplistic concepts: Points, Badges and Leaderboards
      3.1.2.   Elements of Making Addictive User Experiences
      3.1.3.   The Gamification Game Plan
        3.1.3.1.   Economy and Engagement
        3.1.3.2.   Rules and Constraints
        3.1.3.3.   Definition of a path - the way to let players make decisions while not straying (unknowingly) from a predefined path (flux theory)
        3.1.3.4.   Urgency and Optimism
    3.2.   The creation of meaning in a gamified experience
      3.2.1.   The Use of Story and Emotions in Gamification
      3.2.2.   Epic Challenges
    3.3.   Motivational Drivers and Gamification
      3.3.1.   Types of Fun
      3.3.2.   Motivation, the force behind creation
      3.3.3.   Natural motivation
      3.3.4.   Instilled motivation
    3.4.   The gregarious being - a need for social interaction
      3.4.1.   Relationships and Gamification

Day 4, 31st of May - **9:30 to 19:00**
  4. **Intercultural visit**
  5. **Óbidos - https://youtu.be/-P4FS8d3Plc**
  6. **São Martinho do Porto - https://youtu.be/b2a0VJDoNYo**
  7. **Please bring your swimsuit, towel and sunscreen**

Day 5, 1st of June – **9:30 to 17:30**
  8. **Gamification and Youth Education or Work**
    8.1.   Case studies / Examples
      8.1.1.   SmartGate
      8.1.2.   Novabase - In the Land of Kroilon
      8.1.3.   ideaChef
    8.2.   Skip Tutorial?
    8.3.   Each stage a new level
    8.4.   Experience and Progression
    8.5.   Defeating bosses
    8.6.   Achieve your own success

2nd of June: departures