

## 14 Learn through games

Sweden

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Projekt namn: Learn through games

Summary:

Possibilities for pupils to attain their goals. What? A quiz app that will make learning easier and more fun! How? Combine driving force in games with the demands of the curriculum. Who? Teachers and pupils together creating engagement about learning.

Most important is that teachers do not get the idea that they can just use the app without further notice. They must in fact fill in the content and then be able to benefit from it. This requires time and effort.

Projekt hemsida:

<http://lgs.kramfors.se>

<http://www.laragenomspel.se>

Slide share:

Kort sammanfattning om magnitud:

Gamified learning at Ådalsskolan according to the Kramfors model.

Argument för nominering:

Goal: To engage users and participation

• Method: The use of game thinking and game

- Mechanics in non-game contexts
- Use short-term incentives
- Define long-term goals

Achievements

Appointments

Behavioral Momentum

Blissful Productivity

Bonuses

Cascading Information Theory

Combos

Community Collaboration

Countdown

Discovery

Epic Meaning  
Free Lunch  
Infinite Game play  
Levels  
Loss Aversion  
Lottery  
Ownership  
Points  
Progression  
Quests  
Reward Schedules  
Status  
Urgent Optimism  
Virality  
Dynamics  
Achievement  
Altruism  
Competition  
Rewards  
Self-Expression  
Status

Here you have a learn through play at [www.laragenomspel.se](http://www.laragenomspel.se)

and a PowerPoint presentation.

Developed at Ådalsskolan Kramfors with Principal Peyman Vahedi as project leader along with teachers. It has received little development funding from the County Administrative Board and the municipality. Works on mobile phones, laptops for both Windows and OS appellation. Several subject modules will be developed and with asylum seekers and those who have received residence permit, who has an academic background in ämnesområdena to be developed further and new topics.

Ådalsskolan is a communal school. They discuss to translate the program into other languages also if there are financiers. Is an applicant who has good contacts with the education dept in Dubai, among others.

To use the program lined Facebook account or googel konto so that it is traceable.

"Course" is a game for those who want to practice on the courses you are reading in school in an easy and fun way, while you can compare yourself to other players, and collect medals in the rankings. On the "Settings" you can choose whether you want to appear on the leaderboard or not.

The game is also for you as a parent who is curious about the courses your child to learn, or for you as an individual who wants to improve your skills within the school's courses and subjects.

As an incentive to learn as much as possible, there is a function where you can practice on the questions you answered incorrectly, and you also get more points the more you play your courses. You also get more points for hitting previous personal best or if you correctly answer multiple questions in a row.

"Course" is developed by Ådalsskolan, Kramfors Municipality and the game's objective is that there should be an additional tool for higher attainment. "Course" in other words, make it easier and more fun to achieve their goals!

To play, click here! <https://course.laragenomspel.se/>

If you as a teacher or principal would have access to the game at your school to see statistics or to add your own questions, please register your school in the registration form.

Thank you for your dedication and for you to play!