

The role game science plays in promoting a growth mindset in the first year online college student

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## Introduction

- Growth mindset
  - Intelligence can be developed through effort (Dweck, 2007)
- Feedback and engagement techniques
- Games with a pedagogical approach have learning benefits (Mayo, 2009)
- Quizlet is a tool that professors might find helpful in promoting a growth mindset classroom.



## What Are Mindsets?

- Developed by Carol S. Dweck, Stanford Professor of Psychology
- The idea that a fixed or a growth mindset affects student success
- Praising intelligence and ability does not foster selfesteem, but could jeopardize success (Dweck, 2006)
- "Those who believe their abilities are malleable are more likely to embrace challenges and persist despite failure" (Dweck, 1988)
- Educator mindsets can have an effect the way they respond to students, which could impact outcomes.



#### Do Your Students Have a Fixed or Growth Mindset?



#### DEVELOPING A GROWTH MINDSET

INSTEAD OF	TRY THINKING
I'm not good at this	What am I missing?
l give up	I'll use a different strategy
It's good enough	Is this really my best work?
I can't make this any better	I can always improve
This is too hard	This may take some time
I made a mistake	Mistakes help me to learn
I just can't do this	I am going to train my brain
I'll never be that smart	I will learn how to do this
Plan A didn't work	There's always Plan B
My friend can do it	I will learn from them



### Feedback or feed "forward"

- Typical feedback tells the student what they did wrong.
- While it is important to correct a student's work, it is also important to let them know what they can do better the next time.
- Praise effort Professors want to help students focus on strategies and efforts.
- Perhaps ask questions of the student in summative feedback.
- Ensure that feedback is highly individualized
- Do not praise intelligence as this can lead to a fixed mindset.



### More Growth Mindset Resources

- <u>https://www.mindsetworks.com/science/default</u>
- <u>http://mindsetonline.com/</u>



## **Background of Gamification**

- Gamification is "the use of game design elements in non-game contexts" (Harrold, 2015).
- Recently Introduced as a Part of Course Design
- Differentiation
- More Rigorous
- Authentic Forms of Education
- Types of Games
  - Narrative
  - Interactive
  - Play
  - Collaboration



## **Benefits of Gamification**

- Gamification as a Motivational Development
- Technology Infused Instruction
- Different Options
- Students Work and Succeed Autonomously
- Enticing and Challenging
- Exploration
- Long Term Objectives
- Short Term Tasks and Quests
- Encourages Multiple Attempts
- Promote Engagement



#### **Encouraging Growth Mindset Through Gamification**

- Motivate the "player" to complete tasks and engage in content:
  - Awards
  - Freedom to Fail
  - Tiered Difficulty
  - Choice
- Gamification to Include Growth Mindset
- Fundamental Restructuring of the Classroom.
- Role Playing Games

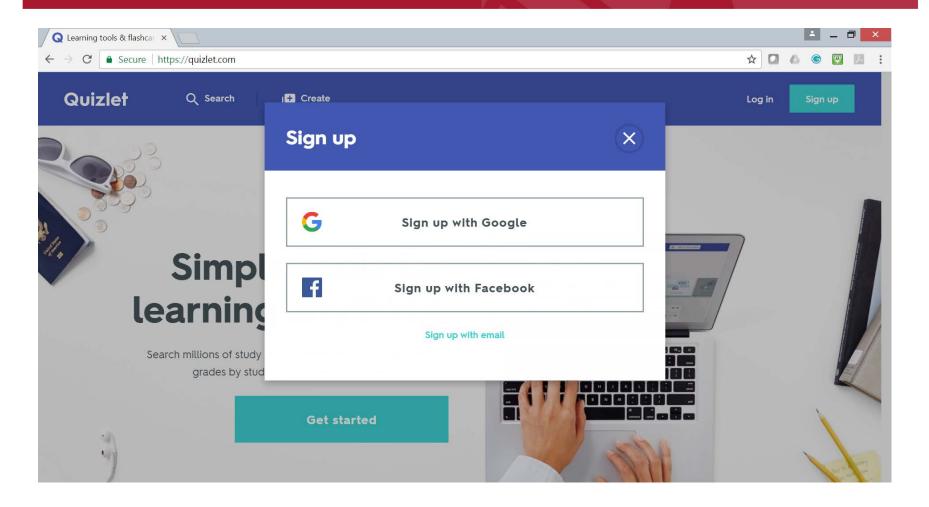


#### **Opportunities for Improved Gamification**

- Higher Education Research
- Options/Variety
- Duration
- Ease of Use
- Mixed Success
- Results Vary Depending on Specific Game Elements and Context of the Game.
- Educational Focus vs. Entertainment
- Dashboard Information
- Mobile Games

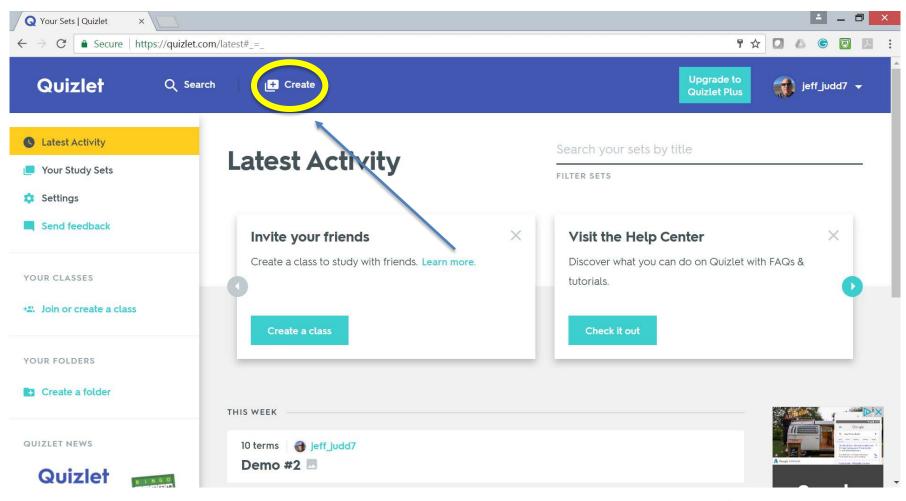


# Sign up





#### **Create Module**





## Create Study Set

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4 Knowledge	Earned knowledge equals lasting							
5 Skill	Mastering integrity now makes it							
6 Respect	Standing up for your beliefs earn	-	thers?					
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8 Growth mindset	The perception that talent and in	-	•					
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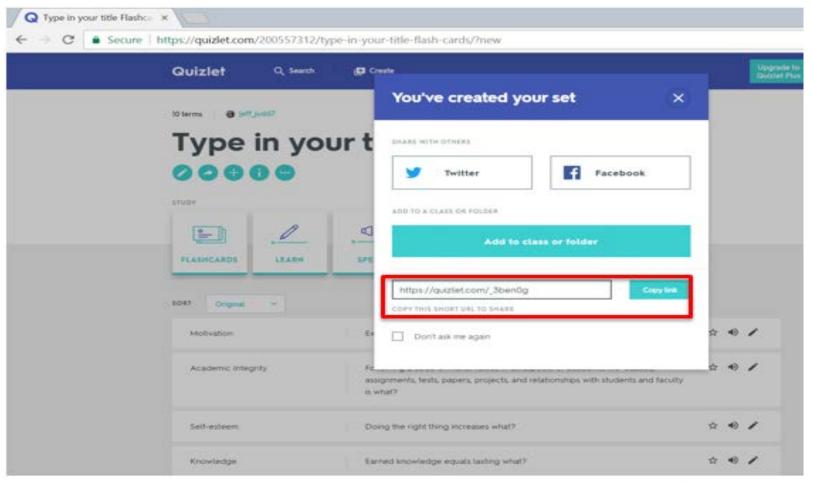


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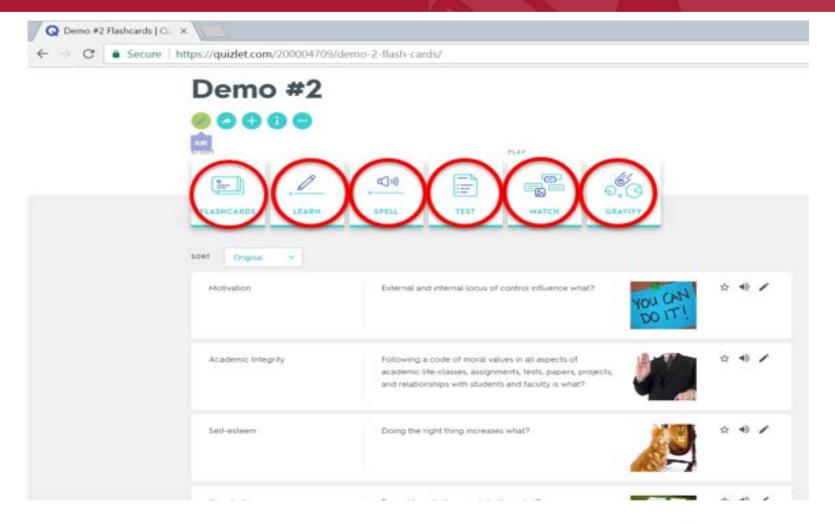


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#### **Finished Demo**

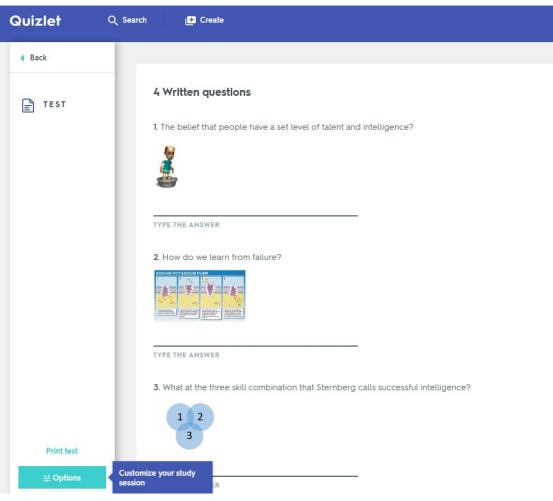




### Flash Cards

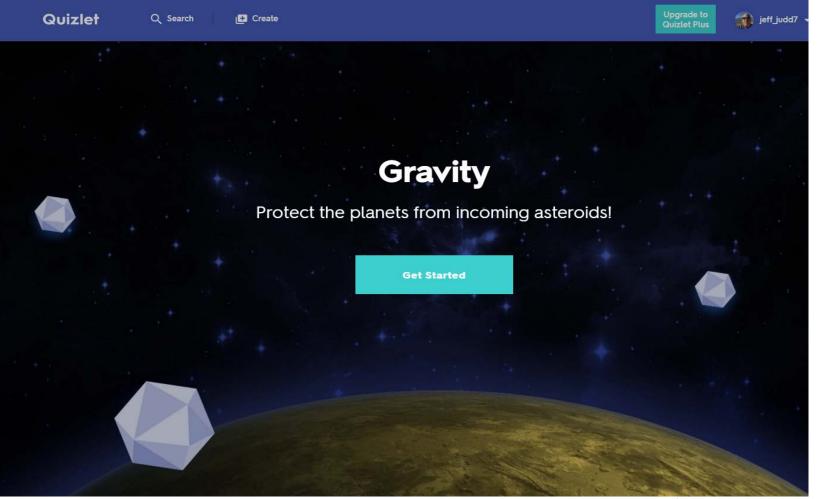
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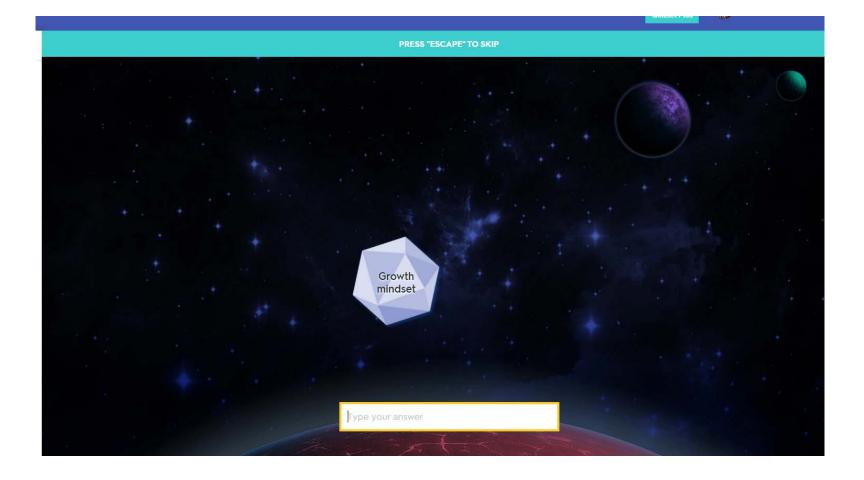


# Gravity





# Gravity





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#### Game Resources

- <u>http://www.proprofs.com/games/create-game/</u>
- <u>http://www.classtools.net/</u>
- <u>http://www.yoyogames.com/gamemaker</u>
- <u>https://quizlet.com/</u>
- <u>http://www.sploder.com/</u>
- <u>https://www.glasslabgames.org/games/catalog</u>
- <u>https://www.kahoot.com/</u>

