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## SHORT TERM MOBILITY FINAL REPORT

### Titolo del programma: Integration of gamification elements in Learning Design Environments: a preliminary exploration

The main activities carried out during my stay at the GSIC/EMIC group of the University of Valladolid (UVa) have been:

1. *Reciprocal exchange of experiences about Learning Design and Gamification and exploration of the possible advantages of applying gamification to LD.*

In particular:

- A plenary session (Tuesday, Sept. 6<sup>th</sup>) was organized, where I introduced my personal research interests to the group. The group has a long experience in the field of Learning Design and has recently approached the topic of gamification in relation to MOOCs. My presentation had the scope to provide an idea of the models of reference of the research group I belong to for gamification, in order to set the basis for the following interactions with the group members.
- Individual organized and informal meetings (with staff members and PhD students) took place during the whole period. Several meetings were scheduled with Prof. Yannis Dimitriadis and Prof. Juan Ignacio Asensio Pérez with whom were discussed the possible advantages of applying gamification elements to tools supporting Learning Design, and in particular to the LD environment developed by the UVa and the Pompeu Fabra University (ILDE platform). Numerous face-to-face interactions happened with Alejandro Ortega (Phd. student), now working on the gamification of a MOOC, in order to discuss the existing gamification models.

2. *Analysis of the collaborative use of the ILDE platform for envisaging gamification elements to be integrated in the ILDE.*

A first set of data about the use of the collaborative functionalities of the platform were derived from the analytics already available on the platform. Moreover, semi-structured interviews were carried out with two teachers at the UVa (Prof. Alejandra Martinez Monés and Prof. Sara Villagro Sobrino) regular users of the platform. The interviews were aimed at collecting data about the users' perception and the actual use of the collaborative functionalities of the platform in order to identify a small set of gamification mechanics. The information collected through the interviews provided qualitative elements on which build on for conceiving the gamification layer.

Afterwards, a set of social gamification elements were identified for being implemented in the ILDE in order to foster the users experience, to motivate them to a more active use of the platform in

general and of the collaborative functionalities (such as sharing/commenting/ co-creating designs) in particular.

3. *Proposal of a set of gamification mechanics and exploration of the technical issues related to the integration of game mechanics in the ILDE platform.*

Starting from the analysis above described a first gamification layer was designed. The idea was proposed to Prof. Yannis Dimitriadis and Prof. Juan Ignacio Asensio Pérez and discussed. The feasibility under the development view point was discussed with Javier Prieto Parente, in charge of the development of some modules of the ILDE platform. To do so, a preliminary scenario has been drafted and discussed in order to understand the major technical implications.


In the future the proposal will be discussed also with the Pompeu Fabra University team through skype meetings; the first one is scheduled the second week of October.

4. *Strengthen the collaboration between the two institutions in view of projects and publications.*

The two institutions have already been partners in European projects and have already presented joint proposals that were not funded during the past Erasmus + call. During my research stay we discussed about the opportunity of presenting a proposal having as two main topics "Gamification" and "Learning Design" within the Erasmus+ European Programme with the aim of supporting our effort in the direction of gamifying the learning design process.

Genova, 10/11/2016

In faith

A handwritten signature in black ink, appearing to read 'Folles', with a long horizontal flourish extending to the right.