

Online Community Scan – Educational Gamification

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A thriving online community includes a few attributes described by Johnson (2013), in his article he mentioned a flourishing online community should have included the following: leadership, vibrant participation, shared values, responsiveness, shared identity, expertise, and rich experience. Some of the attributes listed found during the online community scan involving educational gamification.

[Gamification For Education](#) is a public group on Facebook with 2248 members since its creation in October 2012, where members discuss, share, and how to incorporate various gaming concepts into the educational settings. Over the past month, the group has added 141 additional members. Also, members posted 24 new posts since last month. Recently shared postings marketing gamification software, to enhance learning and upcoming gamification conference events. The community is active where members share their elegant seminar experiences with others to check out. A review of the group's calendar event revealed it had been a while since the group hosted a significant event which occurred in 2015, the last event of Game-Based Learning had an attendance of 505 guests.

[Game-based Learning, Gamification, and Games in Education](#) is a public group started in August 2018 by Dustin Staats with a current member standing at 1,115. The original group name was called Gamification and Games in the ELL/ESL/EFL Classroom; perhaps the name change was to create a forum to incorporate a more diverse body of the audience. Dustin is an active member and providing a leadership role in the group, trying to welcome new members to get more engaged, while cross-marketing to his Twitter handle @bge games. His Twitter account, board Gaming with Education Podcast & Community since January 2018, has 399 followers, where Dustin is regularly sharing new podcasts. Facebook has done a better job of gaining members in comparison to his Twitter handle.

[Gamification in the Classroom on Pinterest](#) has 63 pins and 92 followers. The site averages monthly viewers of 499. It has a lot of concepts, methodology, linked external website resources, and poster materials available for teachers to get started to engage learning through gamification. Scott, who is the site moderator, is a passion for sharing ideas on to increase learning in the classroom through gamification and the use of social media.

[Technology Toolbox for Educators](#), this website created by Jenni Parker as part of her doctorate study was the last update since 2016. The site hosted a trove of resources on gamification in education during the prime time, where relevant articles and videos were tagged. The site is useful to gain a historical perspective of how gamification evolved in school.

[ISTE Connect Games and Simulations Network](#) has 2400 members, paid membership community, with 865 discussion threads, the forum's objective is to discuss the advancement and integration of virtual games into the learning environment. After reviewing the new post section, information is no more than a month old, with comments and feedback from members with mobile responsiveness from the community.

[Hashtags education and gamification](#) are relevant communities with many recent postings and comments. The latest tweet on Feb 7, garnered 402 views of active participation. Twitter participants posted their gamified experiences; and a substantial amount of advertisements from companies promoting their educational products through gamification.

[Ted Talk](#) is a relevant community where educators search for speeches given by knowledgeable speakers in the gamification field. For example, Gabe Zichermann, who was a guest speaker on how games were making kids more smarter in 2011. His speaking engagement viewed by 610,058. It is interesting to see comments continuing to be left by viewers six months ago even though the recording was first made available in 2011.

[Gamification in Education](#) is an outdated community on Reddit started in October 2014. There were 270 members at peak. The last post was six months ago, and the majority of the activity and posting occurred three years ago. During the scan, six active members are still looking through the relevant resources hosted on the site.

The [educational technology](#) is a community on Reddit; this site was created in Aug 2009, boasting a 10,200 membership. Many different conversations happening on the forum, with feedback from members on different educational technology. Even though a post occurred a month, there ten active members still viewing the site during the online scan.

[Kahoot](#) has become a leading game-based learning platform used by educators since its launch in 2013, boasting an impressive 50 million active users in May 2017, and helps make lesson plans more interesting for students to be more engaged. The community has a few hundred posts on how to incorporate Kahoot into the learning curriculum shared by other teachers.

[Games for Change](#) is site that archive resources on how to use gaming to increase student learning and participation. It is a community full of comprehensive external links to other helpful websites. In addition, the site initially developed in conjunction with the NYC Department of Education, but since has expanded to other major cities throughout the United States. Furthermore, the site allows students to create games to tackle challenges in their communities by hosting yearly competition to showcase students' creative projects.

References

Johnston, B. (2013, October 20). Attributes of thriving online communities [Web log post].

Retrieved from <https://structure3c.com/2013/10/20/attributes-of-thriving-online-communities/>