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GLOBAL TEACHERS' FESTIVAL 2025

10th-21st February

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Games Are Genre-Based Storytelling Platforms

Fortnite – Epic Games

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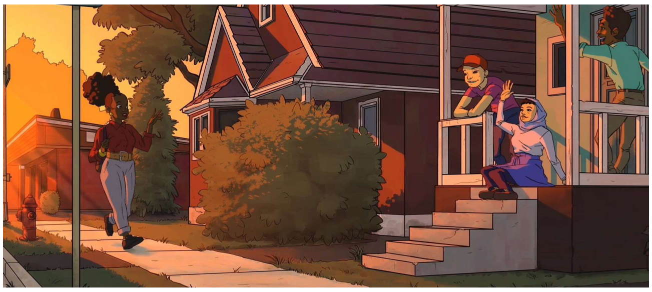
Leveraging player psychology: Learning from player motivation in gaming

Dr. Jeff Kuhn – Ohio University

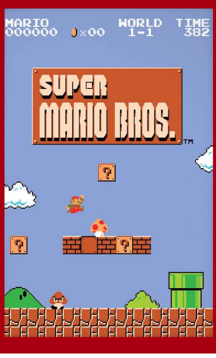
macmillan education

Games Are Genre-Based Storytelling Platforms



Dot's Home – Rise-Home Stories Project

Games Are A Media Literacy

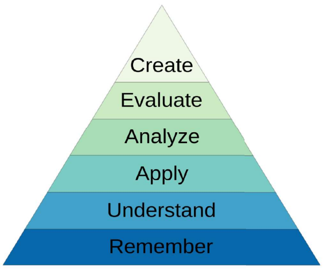


"literacy is far more than reading and writing, changes in technology mean changes in literacy"

(Colombi & Schleppegrell, 2002, p.1)

Using Games Meaningfully for Impact

Bloom's Taxonomy



SAMR Model

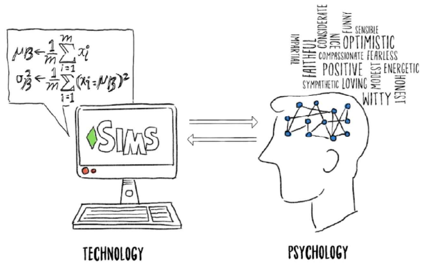
- **Redefinition** – New tasks impossible without technology
- **Modification** – Tasks reimagined due to technology
- Augmentation – Tasks improved due to technology use
- Substitution – Tasks use technology with no change to task

SAMR Model: Modification

Quandry
Settle the disputes on a sci-fi colony by sorting fact from opinion and deciding on solutions

https://quandarygame.org/

Make Activities Problem Centered



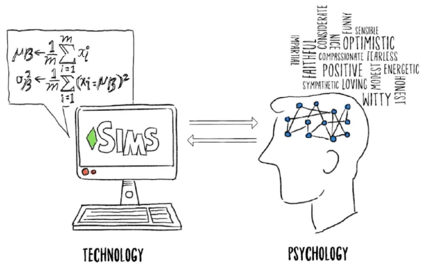
We deal with two systems:
the game we are making
and the player's imagination

(Will Wright, game designer)

SAMR Model: Redefinition

Mission: ISS
VR experience on life aboard the International Space Station

Make Activities Problem Centered



We Design a Problem

Players Solve Using Experience

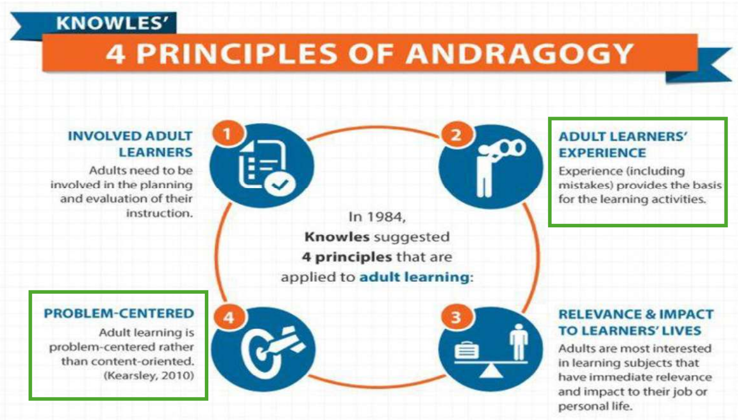
We deal with two systems:
the game we are making
and the player's imagination

(Will Wright, game designer)

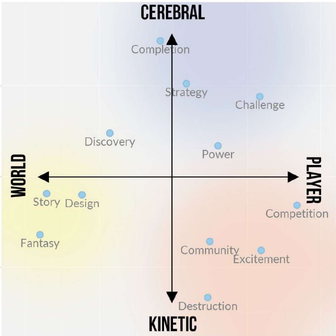
Autonomy and Setting Our Own Goals

GAMER MOTIVATION MODEL — QUANTIC FOUNDRY

Action "Boom!"	Social "Let's Play Together"	Mastery "Let Me Think"	Achievement "I Want More"	Immersion "Once Upon a Time"	Creativity "What If?"
Destruction Guns. Explosives. Chaos. Mayhem.	Competition Duels. Matches. High on Ranking.	Challenge Practice. High Difficulty. Challenges.	Completion Get All Collectibles. Complete All Missions.	Fantasy Being someone else, somewhere else.	Design Expression. Customization.
Excitement Fast-Paced. Action. Surprises. Thrills.	Community Being on Team. Chatting. Interacting.	Strategy Thinking Ahead. Making Decisions.	Power Powerful Character. Powerful Equipment.	Story Elaborate plots. Interesting characters.	Discovery Explore. Tinker. Experiment.



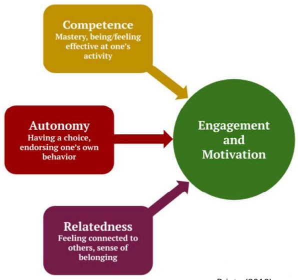
Gamers are Varied – Are Our Games?



Quantic Foundry (2015)

What Makes Games Fun?

Self-determination theory (SDT)



- Opportunities to unlock new abilities
- Challenging or bonus objectives
- Controls that can be mastered

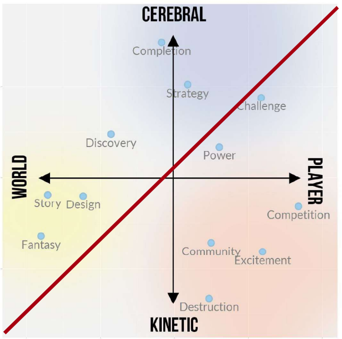
- Present players with choices
- Rewards as feedback or encouragement
- Non-controlling instructions

- Encourage interactions among players
- Teamwork toward a shared goal
- Contributions matter

Prieto (2019)

Gamers are Varied – Are Our Games?

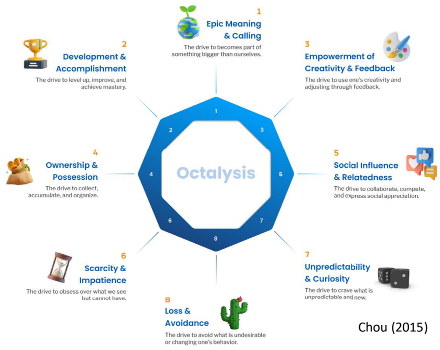
Slower problem-solving activities



Fast-paced competitive activities

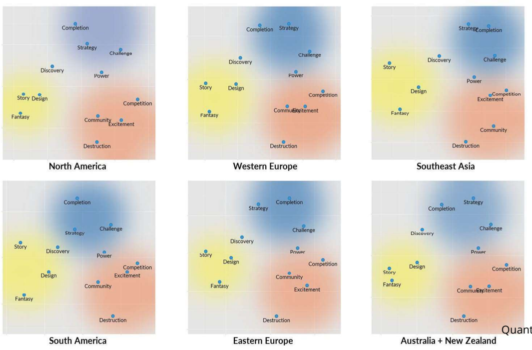
Quantic Foundry (2015)

Gamification: What's best for YOUR students?



Chou (2015)

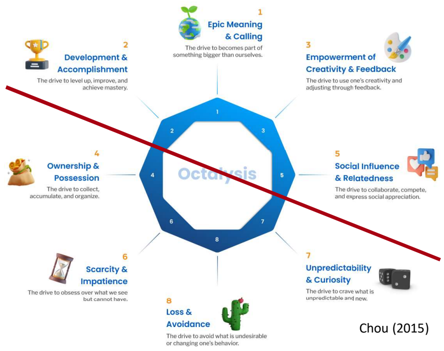
Gamers are Varied – Are Our Games?



Quantic Foundry (2015)

Gamification: What's best for YOUR students?

Positive Gamification



Negative Gamification

Chou (2015)

Bartle's Player Types

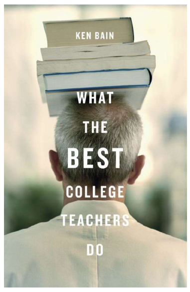
Dori, 2020

Type	Ratio	Motivation
Killer	1%	Winning Over Others
Explorer	10%	Discovery, Helping Others
Achiever	10%	Rewards, Mastery
Socializer	80%	Connection, Collaboration

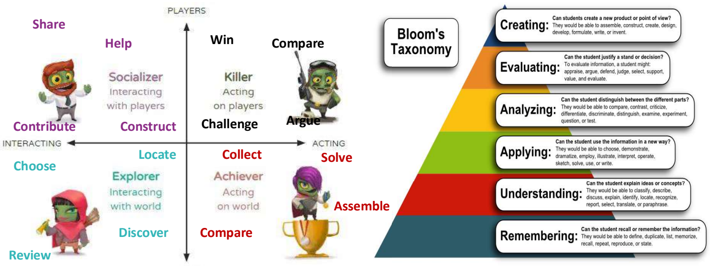
Big Picture: What should we do?

How do games "hook" players?

- Have a story that justifies what happens next
- Have long term goals that can be broken down
- Feature a clear next goal that stays within reach aka 'just one more'
- Provide players a feeling of constant improvement
- Games are the experience we can build learning around



Bartle's Player Types



Can learning objectives be mapped to player types?

Thanks!

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Success Starts with Planning