Creative Culture

PICK

P
LEARNING GAP
Creative Culture

PICK
GOAL
PICK
ISSUE
EMOTION
NEED
PROBLEM
DIFFICULTY
REASON
OBJECTIVE
Creative Culture

PICK

P
TARGET
Creative Culture

LOOK
STRATEGIES
Creative Culture

LOOK
Creative Culture

LOOK
Creative Culture

LOOK
APPROACH
Creative Culture

LOOK

L

LOOK
PEERS
Creative Culture

L

LOOK
INSPIRATION
Creative Culture

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LOOK
NETWORK
Creative Culture

Look
RELEVANCE ACROSS CURRICULUM
Creative Culture

A

ACTIVATE
GAME PLAN
Creative Culture

ACTIVATE
LESSON PLAN
Creative Culture

ACTIVATE
SCHEME OF WORK
TEST/PROTOTYPE
Creative Culture

ACTIVATE

A
PLATFORM
Creative Culture

ACTIVATE
LEARNING EVENT
Creative Culture

ACTIVATE
CYCLE OF ITERATION
Creative Culture

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ACTIVATE
COLLABORATION
Creative Culture

A

ACTIVATE
ASSESSMENT
Creative Culture

YIELD
PERFORMANCE
Creative Culture

YIELD
PROGRESS
STRENGTHS
Creative Culture

YIELD
OUTCOMES
EFFECT
Creative Culture

YIELD
EVIDENCE
Creative Culture

YIELD
REACTION
RESULTS
Creative Culture

YIELD
SUBSTANCE
Are you ready to gamify your learning?

Start with each circle on top of the play sheet. Use these circles as guidelines to begin gamification.

Draw one card from each PLAY stack. Use the triggers on every card to develop your own gamified lesson.

- **GAME**
  - Rules
  - Mechanics
  - Strategy

- **CONTEXT**
  - Domain
  - Setting
  - Winning Conditions

- **CONTENT**
  - Psychomotor
  - Cognitive
  - Affective
  - Mix of all these

Drawn by Jane Huo Lee Ling and Fitri Suraya Mohamad for CreativeCulture project, Universiti Malaysia Sarawak, Inspired by LEARN cards by DMLL Coventry University. This play sheet to be used with P-L-A-Y cards.

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instruction

There are two things in this box; a stack of play cards, and a playsheet.

Follow the instructions on the playsheet.

Select a card from each set.

Use every card to develop your gamified lesson.