

NEO

by CYPHER LEARNING

How to make learning engaging with gamification

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How to make learning engaging with gamification

Introduction

NEO is a world-class, award-winning learning management system (LMS) for schools and universities. The platform is known for delivering a great user experience while incorporating all the essential tools schools need to support effective teaching and learning.

NEO helps schools manage all classroom activities, such as creating and delivering educational content, assessing students, tracking student achievement, and promoting communication and collaboration between students and faculty.

NEO is a product of CYPHER LEARNING, a company that specializes in providing learning platforms for organizations around the world. CYPHER LEARNING provides a similar LMS for use by businesses called MATRIX and an LMS for use by entrepreneurs called INDIE. CYPHER LEARNING products are used by over 20,000 organizations, have millions of users, and have won several awards.



How to make learning engaging with gamification

Benefits of gamification in the classroom

Teachers can use games as a way of making their classes more engaging and fun for their students. Adding a gaming element to a classroom can encourage students not only to learn more, but also to stay motivated throughout the entire learning process. Most of all, they get a sense of achievement as they tackle challenges, get out of their comfort zone and become more involved in their studies.

Gamification is a powerful tool that enables teachers to track students' progress as they advance through lessons, regardless of the difficulty level of a subject. Gamification also introduces a competitive spirit as students advance through games to improve their rankings and earn more prizes.



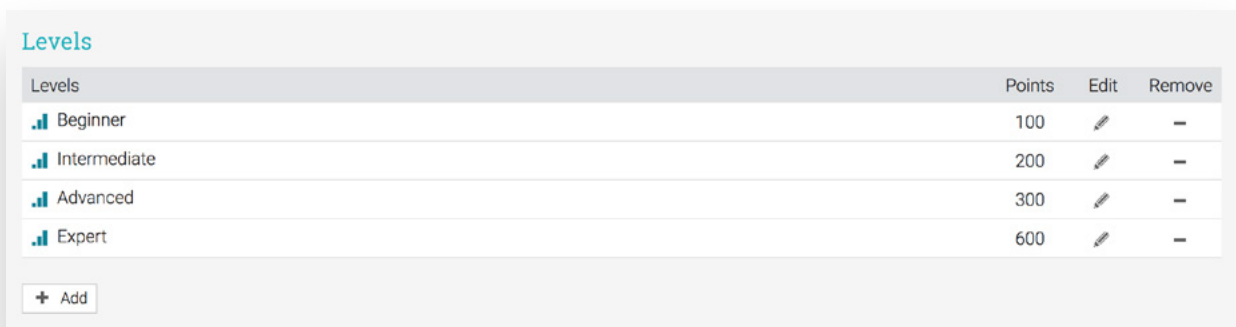
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How to use gamification in NEO


The gamification feature available in NEO allows teachers to create games for classes, learning paths, and site-wide games. Gamification is based on automation, a powerful feature that makes it easy for teachers to trigger actions such as awarding badges and points to students when they complete classroom tasks. For example, teachers can trigger actions to award points and badges when students complete a lesson or assignment. Here is an overview of how gamification works in NEO:

Class games

Teachers can easily create class games and customize each game to suit a specific theme or subject. You can add more than one game per class. The first step is to create the game levels and define how many points are required to pass each level in the game. Levels are a fun way for students to see their progress in a game and it gives them something to look forward to as they learn. The points that students earn for completing lessons, assignments, and more will help them advance through the levels.



Levels	Points	Edit	Remove
Beginner	100		—
Intermediate	200		—
Advanced	300		—
Expert	600		—

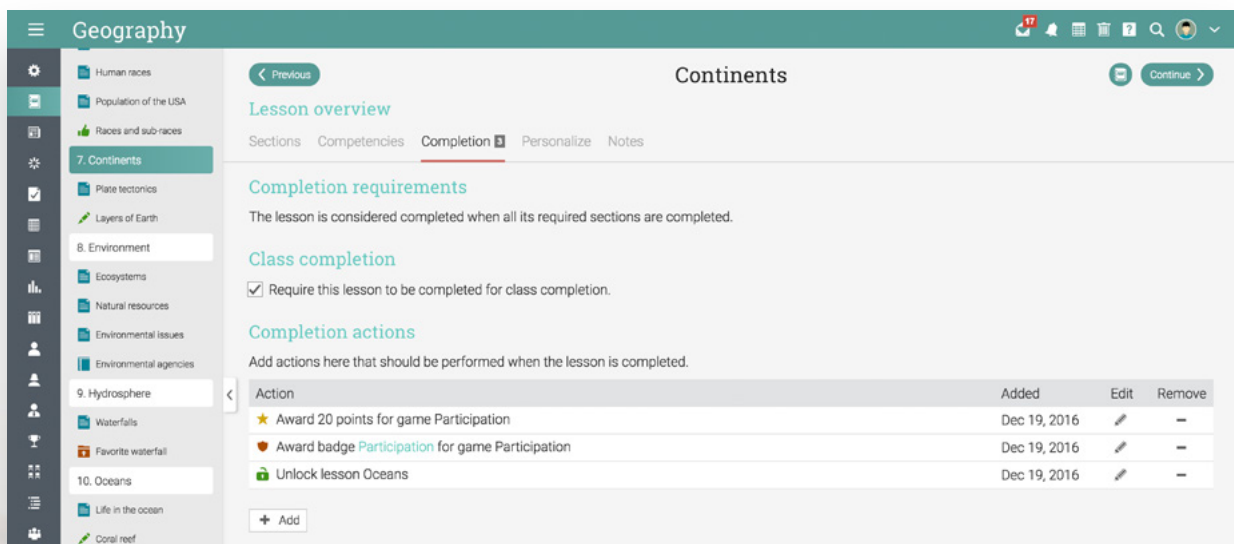
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After creating the levels, you can add rules that automatically award points and badges to students when they complete different tasks. There are various areas in a class where you can use automation to set up rules for awarding badges and points:

- **Enrollment and unenrollment actions** - Teachers can create actions that award badges and points when new students are enrolled in classes or when students are unenrolled from classes.
- **Class completion actions** - teachers can trigger actions that award badges and points when students complete classes.
- **Completion actions for lessons, sections, and assignments** - teachers can trigger actions that award badges and points, when lessons, content pages, and assignments are completed.



The screenshot displays a user interface for a Geography course. The sidebar on the left lists various topics, with '7. Continents' selected. The main content area is titled 'Continents' and shows 'Lesson overview' with tabs for 'Sections', 'Competencies', 'Completion', 'Personalize', and 'Notes'. Under 'Completion requirements', it states 'The lesson is considered completed when all its required sections are completed.' Under 'Class completion', there is a checked box for 'Require this lesson to be completed for class completion.' Under 'Completion actions', there is a table listing actions to be performed when the lesson is completed.

Action	Added	Edit	Remove
★ Award 20 points for game Participation	Dec 19, 2016	✎	✖
🏆 Award badge Participation for game Participation	Dec 19, 2016	✎	✖
🔒 Unlock lesson Oceans	Dec 19, 2016	✎	✖



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In the case of assignments you can also set a minimum score that is required for the assignment to be completed. As an example, when a student gets the score of 100, the assignment is complete and you can add a rule to award 50 points for the class game.

The screenshot shows the 'Spatial organization' assignment configuration page. The 'Completion' tab is active, showing a requirement to 'Require this section to be completed for lesson completion.' and a completion action: 'Award 50 points for game Appleton game' on 'Jun 7, 2018'.

Action	Added	Edit	Remove
★ Award 50 points for game Appleton game	Jun 7, 2018		

- **Score-based actions** - You can also add rules that are triggered when students achieve a certain score. For example, if a student gets a high score, you can award them a badge.

The screenshot shows the 'Climate change' assignment configuration page. The 'Score rules' tab is active, showing a rule for 'Score < 50%' with two actions: 'Send custom notification to teacher' and 'Lock lesson Continents', both added on 'Jan 23, 2019'.

Action	Added	Edit	Remove
📧 Send custom notification to teacher	Jan 23, 2019		
🔒 Lock lesson Continents	Jan 23, 2019		

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- **Level actions** - define actions that are triggered when a particular game level is achieved. For example, students can receive a badge when they reach a new level in the game.

Drizzle level actions

The following actions are performed when this level is achieved

Action	Added	Edit	Remove
✉ Send the "achieve level" canned message	Jul 14, 2018		—
🏆 Award badge Climate Guru for game Participation	Oct 19, 2018		—

[+ Add](#)

You can see an overview page of all aspects of a game: the name, levels, **actions for each level**, a list of badges, the number of total points, **teams**, and leaderboard settings.

The screenshot shows a game overview page for "How to use your DSLR". The page is divided into several sections:

- Participation**: A table showing levels and their associated actions.
- Levels**: A table listing levels (Beginner, Intermediate, Advanced, Expert) with their respective point values (100, 200, 300, 600).
- Beginner level actions**: A table showing actions triggered when a beginner level is achieved, such as sending a canned message and awarding a "Best student" badge.
- Intermediate level actions**: A table showing actions triggered when an intermediate level is achieved, such as sending a canned message and awarding a "Visual Arts Basics" certificate.
- Leaderboard**: A list of top players with their names, levels, and scores.
- Teams**: A list of teams with their names and scores.

Level	Points	Edit	Remove
Beginner	100		—
Intermediate	200		—
Advanced	300		—
Expert	600		—

Action	Added	Edit	Remove
✉ Send the "achieve level" canned message	Jul 14, 2018		—
🏆 Award badge Best student for game Participation	Jul 16, 2018		—

Action	Added	Edit	Remove
✉ Send the "achieve level" canned message	Jul 14, 2018		—
🏆 Award certificate Visual Arts Basics	Jul 17, 2018		—

Rank	Name	Level	Points	Badges
1	Steven Timm	Advanced	411	11
2	Sally Johnson	Advanced	368	8
3	Zsolt Bertalan	Advanced	333	8
4	Ken Sanders	Advanced	310	3
5	Jamie Powell	Advanced	285	5
6	Olivia Doboaca	Intermediate	260	7
7	Tracy Mullon	Intermediate	260	2
8	Ryan Smith	Advanced	260	3
9	Natalie Staton	Advanced	235	3
10	Rob Dove	Intermediate	230	5

Rank	Team Name	Points	Badges
1	Film Photograp...	13785	46
2	Color Photogra...	11779	38
3	Advanced Phot...	11125	33
4	Digital Photogra...	11125	33

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Add a competitive spirit to your class game by using the leaderboards feature. Leaderboards show class rankings according to levels, points and badges.

Leaderboard			
1	James Thomson Advanced	★	501 16
2	Steven Timm Advanced	★	461 11
3	Ken Sanders Advanced	★	310 3
4	Jamie Powell Advanced	★	285 5
5	Zsolt Bertalan Advanced	★	283 8
6	Sally Johnson Advanced	★	270 6
7	Troy Corser Intermediate	★	265 7
8	Olivia Doboaca Intermediate	★	260 7
9	Tracy Mullan Intermediate	★	260 2
10	Rob Dove Intermediate	★	230 5

You can also keep track of each student's progress in a game by clicking on points and badges that are displayed on leaderboards.

Rob Dove			✕
Name	Awarded		
Starter 50 points	Feb 15, 2018	✓	
Badges			
Description	Awarded		
Participation For completing section History of Graphic Design.	Feb 15, 2018	✓	
Best Student For completing assignment Essay on graphic design history.	-		
Gold star For completing assignment Photography survey.	-		
Points			
Description	Awarded		
★ 2 For completing assignment Lighting essay.	Nov 14, 2017	✓	
★ 23 For completing section History of Graphic Design.	Feb 15, 2018	✓	
★ 5 For completing lesson Choosing the right lens.	-		

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Learning path games

Teachers can inspire students to achieve goals using learning paths. Each goal can represent a class or a certificate. Students must complete goals, one by one, in order to achieve mastery of a topic. You can create path games and award points and badges when students are enrolled or unenrolled from the path, when they complete goals, and when they finish the path.

The screenshot displays the 'Natural Sciences Track' interface. On the left is a navigation menu with options: Admin, Goals, News, Students, Admins, Games, and Automation. The main content area is titled 'Goals' and contains four goal cards:

- 1. Biology:** Biology is the natural science that involves the study of life and living organisms. 16 Students, 2 Completed. Type: Class.
- 2. Geography:** This class will present basic information about our place in the world, the evolution of man, what does the weather do and how we can protect the environment we live in. 16 Students, 2 Completed. Type: Class.
- 3. Math:** This class contains Math Games that can help students get the extra practice they need with fun activities focusing on specific skills. 17 Students, 1 Completed. Type: Class.
- 4. Completion certificate:** Certificate of completion. 18 Students, 0 Completed. Type: Certificate.

On the right sidebar, there is an 'Admin' section with 'Published' status, 'Access code: CTJF-GAZB', and 'Creator: Appleton Admin'. Below that is an 'Announcements' section with 'None'. At the bottom is a 'NatSci Game' leaderboard:

Rank	Name	Stars	Points
1	Roxanne Hende... NatSci Expert	5	1
2	Billy Aaron NatSci Expert	5	0
3	George Foster Junior Lab Tech...	0	0
4	Tanner Willis Instrument Scie...	0	0
5	Tudor Benett Junior Lab Tech...	0	0

You can easily set up rules that award points and badges in the path from the Automation tab.

The screenshot shows the 'Automation' tab for the 'Natural Sciences Track'. It lists automation actions for each goal:

- 1. Biology: completion actions**
 - Action: Award badge *Future meteorologist* for game NatSci Game. Added Jun 7, 2018.
- 2. Geography: completion actions**
 - Action: Award 50 points for game NatSci Game. Added Jun 7, 2018.
 - Action: Call web hook <https://www.appleton.com/api/my function>. Added Jun 7, 2018.
- 3. Math: completion actions**
 - Action: Award badge *Climate Guru* for game NatSci Game. Added Jun 7, 2018.
 - Action: Enroll in class *Quantum Physics*. Added Jun 7, 2018.
 - Action: Award 20 points for game Appleton game. Added Jun 15, 2018.

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The game overview page in a path shows details about the game, such as its levels, when points and badges are awarded, and the leaderboard.

Natural Sciences Track

NatSci Game

NatSci Game is the track game that will bring you rewards such as points and badges as you complete assignments, lessons and other tasks.

← Games

Levels

Levels	Points	Edit	Remove
Junior Lab Technician	5	✎	—
Instrument Scientist	15	✎	—
Super Scientist	25	✎	—
NatSci Expert	35	✎	—

+ Add

Badges

Description	Badge
For completing Biology.	Future meteorologist
For completing Math.	Climate Guru

Points

Description	Points
For completing Geography.	50

Leaderboard

1 Roxanne Hende... NatSci Expert	50	1
2 Billy Aaron Junior Lab Tech...	0	0
3 George Foster Junior Lab Tech...	0	0
4 Tanner Willis Instrument Scie...	0	0
5 Tudor Bennett Junior Lab Tech...	0	0
6 Sally Johnson Junior Lab Tech...	0	0



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Creating site-wide games

You can create site-wide games and award points and badges for it from any area of the platform where automation can be used. You can trigger actions when new accounts are created, when users enroll in groups or classes, when students complete learning paths, and more. A site-wide game uses a scoring system that allows users to gather points for a site-wide game from various areas of the platform. Only administrators can create site-wide games.

Levels	Points	Edit	Remove
Beginner	100		
Intermediate	200		
Advanced	600		

Description	Badge
For completing section What is Geography?.	Captain Planet
For completing section Waterfalls.	Most improved
For completing section Special Ed: from preschool to grade 12.	Good start

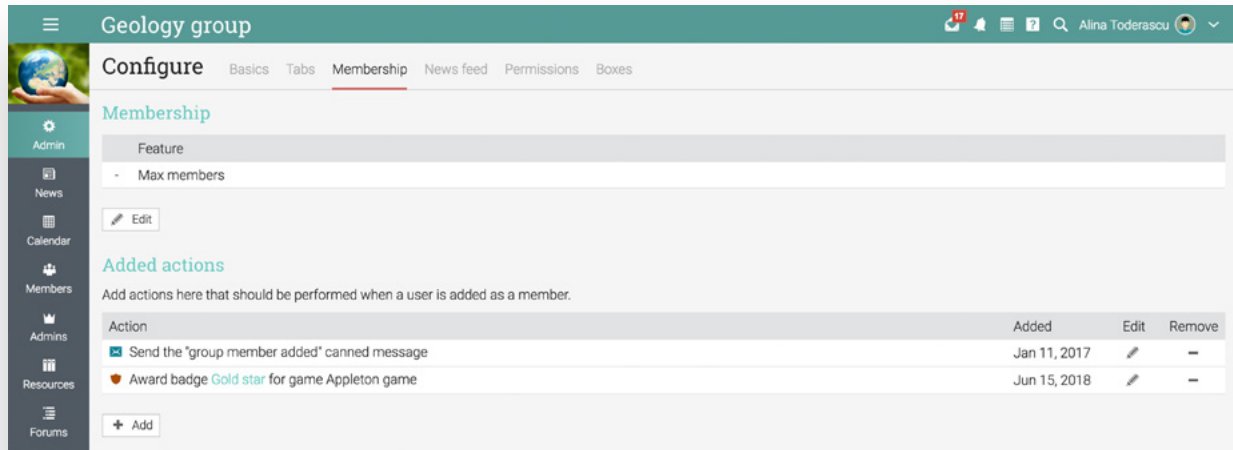
Leaderboard	Points	Star
Livia Mendes	29	1
Zsolt B	25	1
Billy Aaron	6	2
Bex Besto	6	1
Tudor Bennett	6	2
Travis Diss	6	1
George Foster	6	1
Peter Frey	6	1
Katie Johnson	6	0
Roxanne Hende...	6	1

For example, you can award points and badges from the Account section of the platform, when new students join the platform.

Action	Added	Edit	Remove
Send the "new account" canned message	Jul 7, 2016		
Add to group Parents of Appleton (Account type in Parent)	Jun 7, 2018		
Award 50 points for game Appleton game (Account type in Student)	Jun 7, 2018		
Award badge Future meteorologist for game Appleton game	Jun 15, 2018		

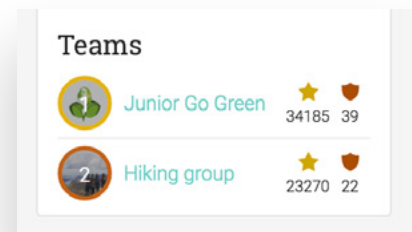
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You can also award points and badges when new members are enrolled in a group.



Team games

You can encourage students to participate in a fun contest together with their classmates. Teachers can create team games by adding groups from the platform to class, path and site-wide games.



The team leaderboard is visible on the game landing page, displaying information such as teams ranking, total points, and badges earned by each team.

You also have an overview of each team with the contribution to the game of each team player.

Player	Level	Points	Badges
Livia Mendes	Tsunami	1230	13
Katie Johnson	Tsunami	890	3
Travis Diss	Tsunami	865	6
Eddie Tega	Tsunami	715	3
George Foster	Tsunami	710	7
Paul Reynolds	Tornado	670	2
Adelle Trishure	Storm	470	4
Sally Johnson		0	1

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Student view of games

Tsunami

960 12 of 22

You are at the last level

Leaderboard

	Livia Mendes Tsunami	★	🛡️	1230	13
	Sally Johnson Tsunami	★	🛡️	960	12
	Bex Besto Tsunami	★	🛡️	910	8

Teams

	Junior Go Green	★	🛡️	46845	52
	Hiking group	★	🛡️	34790	34

Students can see their progress through a game and their ranking on the class landing page.



They can also see an overview of their game progress and what actions awarded them with badges and points.

Geography

3 74

Sally Johnson

Participation

Description

Levels

Name	Awarded
Drizzle 200 points	Jan 28, 2019 ✓
Rain 300 points	Jan 28, 2019 ✓
Storm 400 points	Jan 28, 2019 ✓
Tornado 500 points	Jan 28, 2019 ✓
Tsunami 800 points	Jan 28, 2019 ✓

Badges

Description	Awarded
Gold star For completing section Continents.	Jan 28, 2019 ✓
Student of the month For completing section Phenomenons - the cool side of geography.	Jan 28, 2019 ✓

Tsunami

960 12 of 22

You are at the last level

Leaderboard

	Livia Mendes Tsunami	★	🛡️	1230	13
	Sally Johnson Tsunami	★	🛡️	960	12
	Bex Besto Tsunami	★	🛡️	910	8

Teams

	Junior Go Green	★	🛡️	46845	52
	Hiking group	★	🛡️	34790	34

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In a learning path students can see their game ranking on the path landing page.

The screenshot displays a learning path interface for 'Natural Sciences Track'. The main content area lists four goals: 1. Biology (Completed), 2. Geography (Completed), 3. Math (Enroll), and 4. Completion certificate (Earn). A sidebar on the left contains navigation options like Goals, News, Students, Admins, Games, and Online. A right sidebar shows 'Progress' at 27%, 'NatSci Game' with a score of 50, and a 'Leaderboard' with names like Roxanne Henderson and Billy Aaron.

Whenever a student earns a badge or point, they receive a notification.

The screenshot shows a notification message from Julie Andrews. The message reads: "Congratulations, you were awarded badge Best Student!". Below the text is a shield-shaped badge icon with a person and the text "BEST STUDENT". The message continues: "This happened because: you completed assignment Essay on shutter speed. To see your awards, click [here](#)".

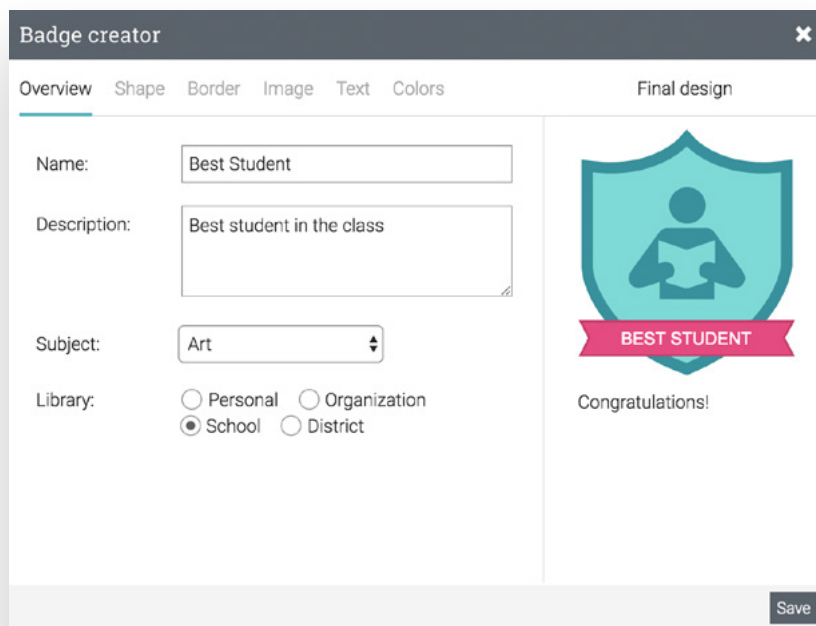
Students can see the progress of their team in games on the class, path, and group landing page.

The screenshot displays a group landing page for 'Junior Go Green'. The main content area shows a 'News' section with posts from James Stevens and Sally Johnson. A sidebar on the left contains navigation options like Admin, News, Calendar, Members, Admins, Resources, and Forums. A right sidebar shows 'About', 'Class', 'Announcements', and 'Participation' with a list of groups and their scores.

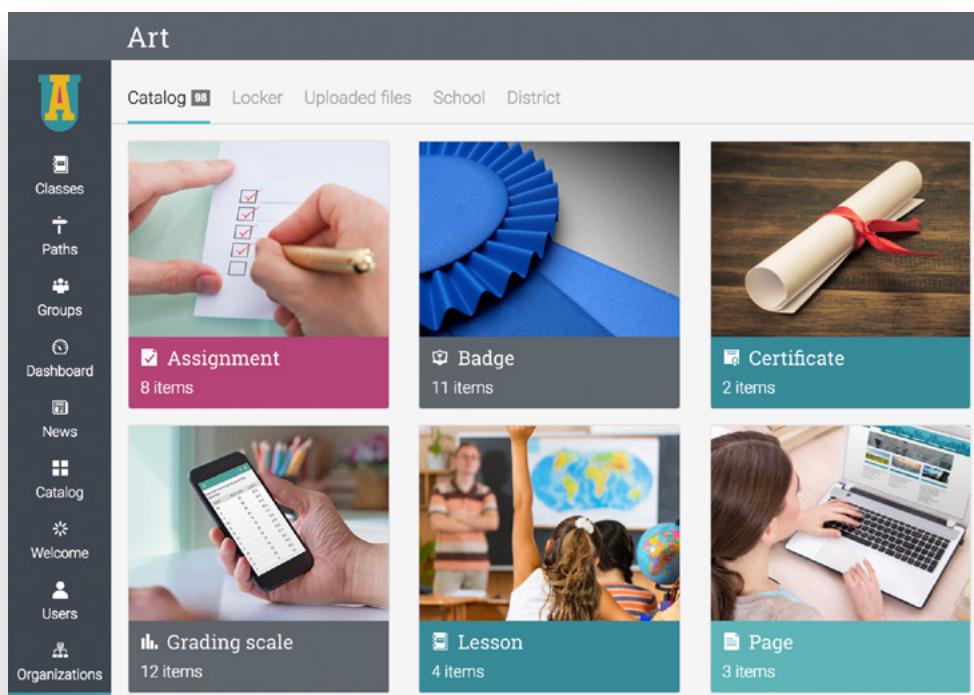
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Customizing badges

You can create badges with NEO's badge editor, which allows you to use customize them using shapes, images, text, and colors. You can also upload your own images for badges.



They can also be saved as resources, and used in any area of the platform that awards badges.



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Summary

Gamification helps teachers make classes more engaging and fun for their students. For more details on gamification and NEO, please contact us at info@cypherlearning.com or visit our website.

www.neolms.com

