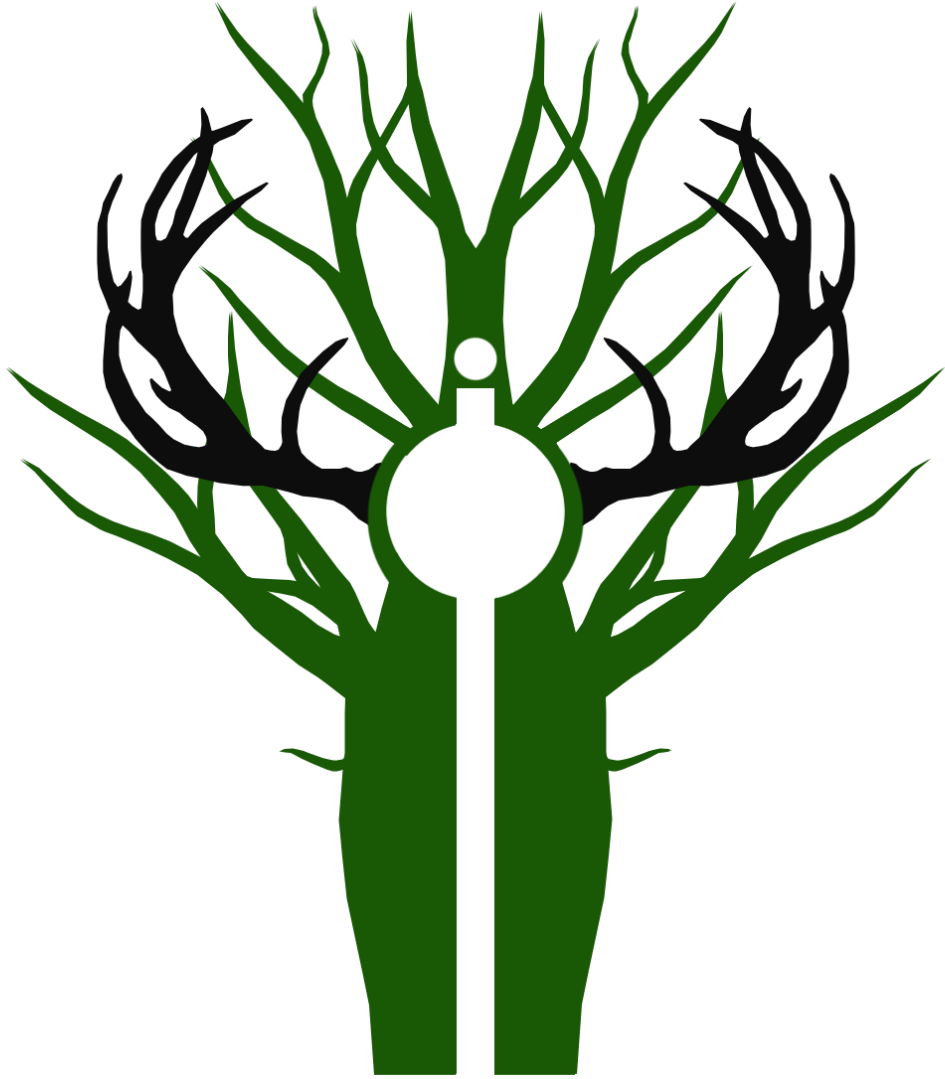




Heimdall's Quest

Motivational Classroom System

Jason Ready

@heimdallsquest
jason@heimdallsquest.no

Karl Arne Dalsaune

@kadalsaune
ka@heimdallsquest.no

Spill

Kultur

Spill er kultur







Like Greg Costikyan, Raviv Turner and 15 others like this.



I DON'T KNOW WHO YOU ARE

**BUT IF YOU SEND ME ONE MORE
GAME REQUEST I WILL FIND YOU
AND I WILL KILL YOU!**

FROM SLATE, NEW AMERICA, AND ASU

How Video Games Can Teach Your Brain to Fight Depression

If you develop a “gameful” mindset, you’ll be more motivated and resilient in the face of everyday challenges.



By Jane McGonigal



Purposeful game play builds self-confidence and real-world problem-solving skills.

Photo illustration by Slate, Photo by John Howard/Thinkstock.

Motivasjon

Du som er dødsens umotivert på skolen og vil slutte. Nå skal du høre på meg | André Askeland

ANDRÉ ASKELAND BLOGGER, DROPOUT OG STUDENT
OPPDATERT: 29.OKT. 2015 14:57 | PUBLISERT: 28.OKT. 2015 15:33



Kjære umotiverte elev. Ikke drit deg ut nå. Du kommer til å takke deg selv 100 ganger for det om du fullfører skolen, skriver André Askeland.



Hadde jeg visst den gang da, hvor mye en 2-er ville reddet meg i etterkant, ville jeg gjort alt som stod i min makt for å få den.

- Øke motivasjon
- Redusere fravær
- Redusere frafall
- Forbedre karakterer

Rollespill

Lærer (Gud)



Rollespill



Motivasjon



Heimdall's Quest Rammeverk



Klasserommet



+ Innsats



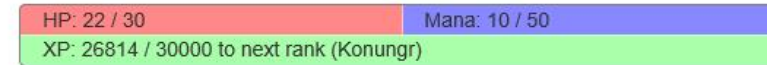
+ Ansvar



The Merkismathyr Druwid



States



Unused runes: 1

States



- Team
- Class (Roller)
- Powers (Evner)
- Points (Poeng)

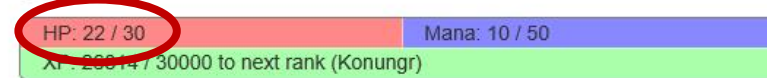
Powers - [browse power trees](#)



The Merkismathyr Druwid



States



Unused runes: 1

States



HP – health points
(Helse)

- Kobles til atferd

Powers - [browse power trees](#)



The Merkismathyr Druwid



States



Unused runes: 1

States



Mana (magi)

- «Valuta»
- Kobles til oppmøte

Powers - [browse power trees](#)



The Merkismathyr Druwid



States

HP: 22 / 28 Mana: 10 / 50
XP: 26814 / 30000 to next rank (Konungr)
Unused runes: 1

States

☒ Infusion Permanent	☒ Master Permanent	☒ Keeper Permanent	☒ Saintho Permanent	☒ Turnica Permanent
---	---	---	--	--

XP – eXperience
Points

- Kobles til mestrings

Rank (Nivå)

- Kobles til tilpasset
opplæring

Powers - [browse power trees](#)



The Merkismathyr Druwid



States

HP: 22 / 28 Mana: 10 / 50
XP: 26814 / 30000 to next rank (Konungr)
Unused Tunes: 1

States

☒ Infusion Permanent	☒ Master Permanent	☒ Keeper Permanent	☒ Saintho Permanent	☒ Turnica Permanent
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XP – eXperience
Points

- Kobles til mestrings

Rank (Nivå)

- Kobles til tilpasset opplæring

Powers - [browse power trees](#)



The Merkismathyr Druwid



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Points

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Rank (Nivå)

- Kobles til tilpasset
opplæring

Powers - [browse power trees](#)



The Merkismathyr Druwid



States

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☒ Infusion Permanent	☒ Master Permanent	☒ Keeper Permanent	☒ Saintho Permanent	☒ Turnica Permanent
---	---	---	--	--

XP – eXperience
Points

- Kobles til mestrings

Rank (Nivå)

- Kobles til tilpasset
opplæring

Powers - [browse power trees](#)





- Class (roller)
 - Teambuilding
- Professions
 - Friheter





indafixQuest/event

indafixQuest

Cosmic event Dragr Jodgard Asgard Vateskipelyr Logou

Cosmic event

Reveal event Hide event

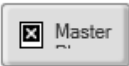
The Gentlemen

No one is allowed to speak for one hour after the event is revealed. All communication must be through body language or text. Anyone caught speaking will lose 20HP.

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Towns of Midgard

Town of Gods (Valhalla)

Immortals			
			
Åsmund "Lunestride" Stavadahl <i>Jarl Druwid</i>			HP: 24 / 30 Mana: 0 / 40 XP: 21938 / 25000 to next rank (Merkismathyr)
Jason "Tyr" Ready <i>Æsir Druwid</i>			HP: 24 / 30 Mana: 0 / 40 XP: 96888 / 8888888 to next rank (Ens Supremum)
Knut "Mimir" Brennhaug <i>Æsir Druwid</i>	  		HP: 24 / 30 Mana: 15 / 50 XP: 269392 / 8888888 to next rank (Ens Supremum)
Karl Arne "Bragi" Dalsaune <i>Æsir Druwid</i>			HP: 8 / 30 Mana: 30 / 40 XP: 91888 / 8888888 to next rank (Ens Supremum)
Bendik "Njord" Thrana <i>Æsir Viking</i>			HP: 44 / 50 Mana: 20 / 30 XP: 93199 / 8888888 to next rank (Ens Supremum)
Synnøve "Frigg" Møll Rygg <i>Vanir Seid</i>			HP: 24 / 30 Mana: 40 / 50 XP: 36402 / 90000 to next rank (Æsir)
Tron "Aegir" Bårdgård <i>Vanir Druwid</i>			HP: 24 / 30 Mana: 30 / 40 XP: 51737 / 90000 to next rank (Æsir)

Teori

Systemet bygger på motivasjons- og læringsteorier.

- Self Determination Theory – Deci og Ryan
- Experiential Learning Theory – Kolb
- Flow Theory – Csikszentmihalyi

Flow

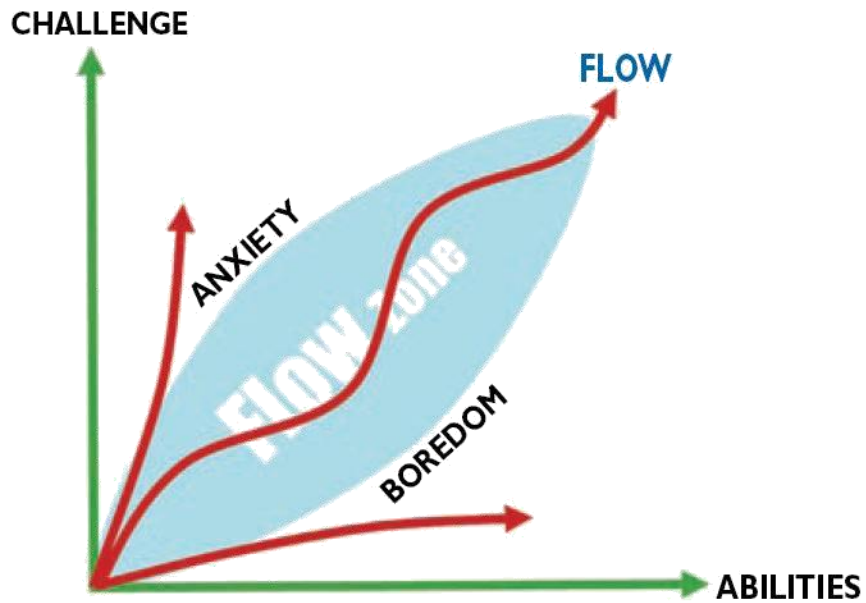


Figure 1. Flow Zone factors.

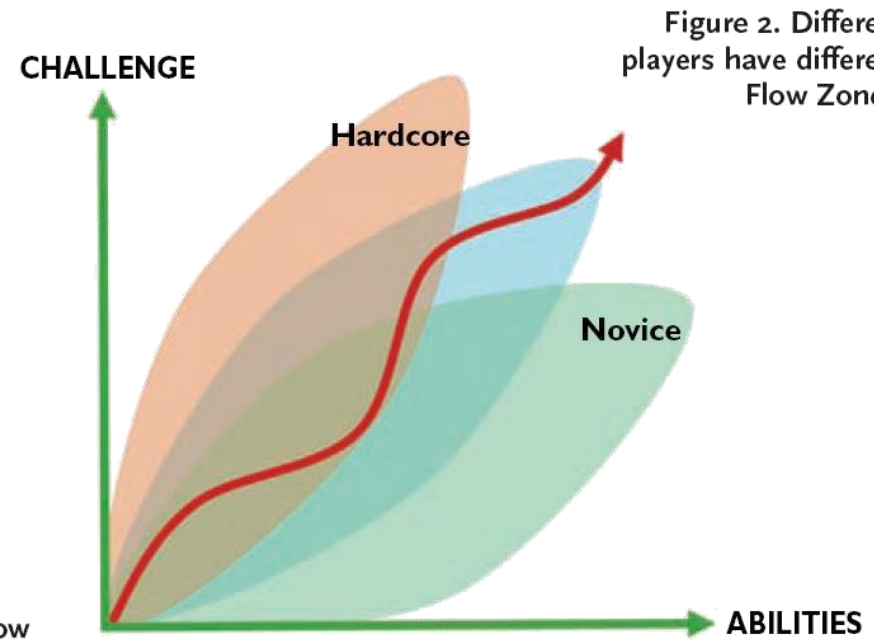


Figure 2. Different players have different Flow Zones.

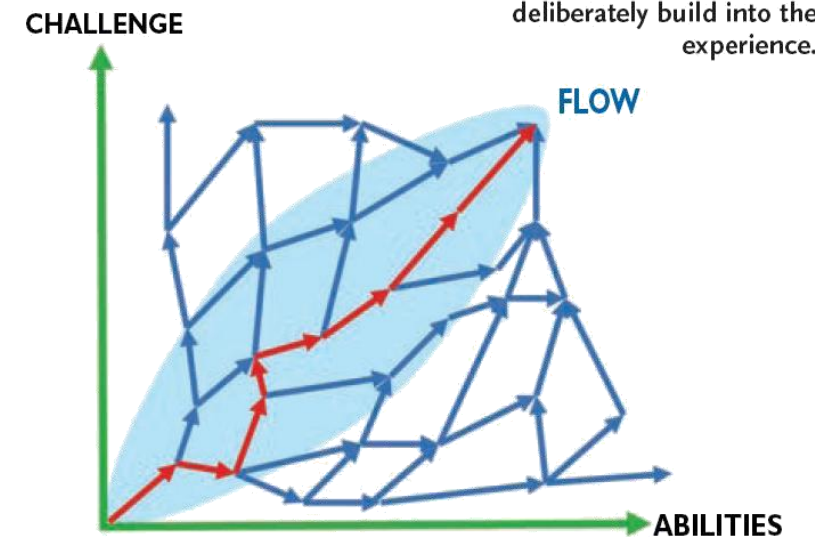


Figure 3. Designers adapt players' Flow experience through the choices they deliberately build into the experience.

Mestring

- Mestringsfølelsen kommer når elevene har oppnådd et nytt nivå (Flow).



Tilpasset opplæring

- Kobles opp mot elevenes egen progresjon, ikke mot karakter.
- Tillater at elevene strekker grensene i klasserommets rammeverk.



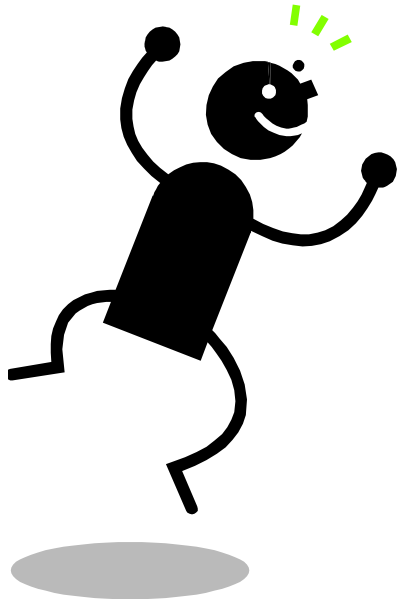
Resultater

- Vi ser at fravær har gått ned
- Mindre frafall
- Bedring av orden- og atferdskarakterer
- Bedre eksamensresultater
- Bedre klassemiljø



<https://tv.nrk.no/serie/schrodingers-katt/DMPV73001014/06-03-2014#t=4m23s>

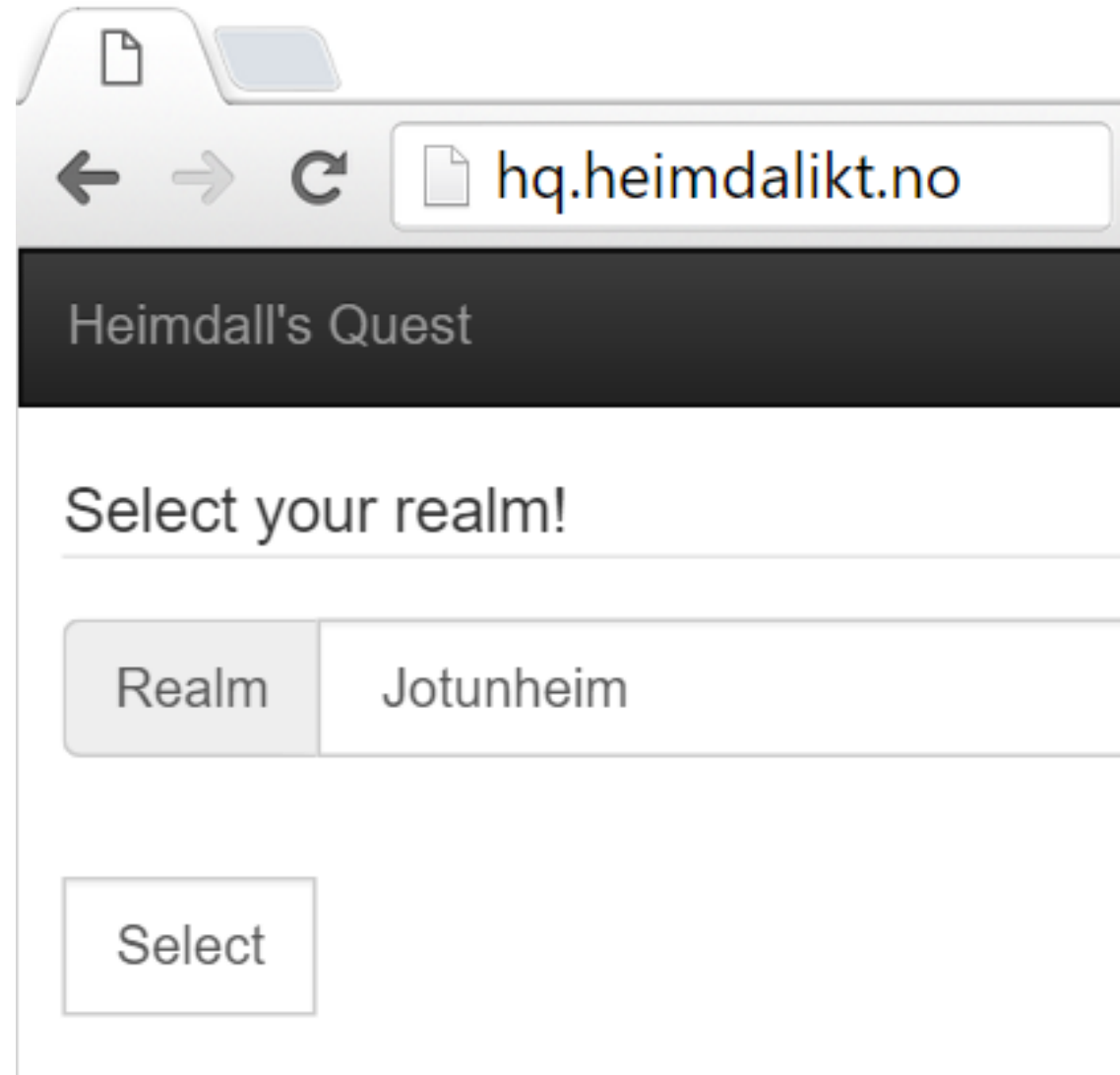
Hva synes elevene?



- De liker at de kan oppnå fordeler ved å jobbe hardt.
- De merker at det er morsomt å gå opp i nivå
- De opplever teamwork som viktig
- Når de ser at medelevene oppnår et nytt nivå, inspireres de til å jobbe hardere.

**La oss høre det
fra elevene selv**

Nå skal dere få prøve!



Nå skal dere få prøve!

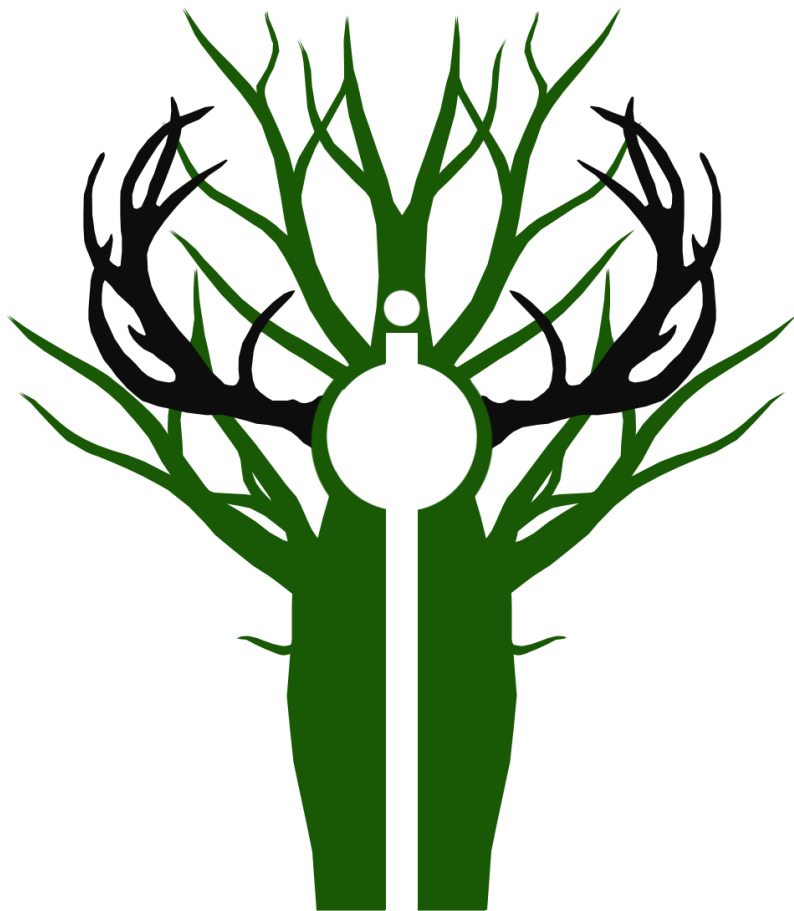
Brukernavn:

- larer[1-12]
- druwid[1-8]
- viking[1-8]
- seid[1-8]
- narr[1-8]

(Eksempel: seid7)

Samme passord
for alle brukere:

- 123



Heimdall's Quest

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Vil du prøve Heimdall's Quest? Ta kontakt!