

# Enchanted Castle

the wizardry team

practical assignment: gamified language course

*Gamification in Education and in Training.*

study visit 2014 @ UKW, Poland

[www.studyvisit2014.ukw.edu.pl](http://www.studyvisit2014.ukw.edu.pl)



# Course layout: weeks & narrative

## prophecy

- dragon will scorch the Enchanted Castle
- 15 weeks to master spells & open the Gate
- deadline to learn basic skills / pass course

## 15 weeks

- 1x intro, 12x practice, 1x revision, 1x Exam

# Course layout: 12 practical weeks

intro week

stage 1: read, listen, write, speak

stage 2: read, listen, write, speak

stage 3: read, listen, write, speak

revision week

grades / passing week - opening the Gate

Narrative → castle wings = skills

production

NORTH

production

*write*

*speak*

WEST

EAST

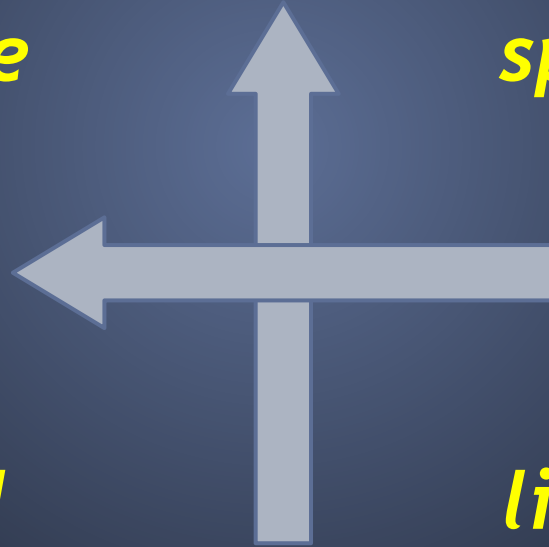
*read*

*listen*

reception

SOUTH

reception



# Course layout: stages

**each stage: read, listen, write, speak**

- order of skills (castle wings) can be changed
- each skill is taught together with other skills
- one skill dominates over other skills only in one week: study materials & homework

# Mission → Quests → Tasks

Mission: escape the Enchanted Castle

Quests: find & master spells

Tasks: fulfill individual assignments

Types of tasks:      **basic**      advanced      master

Coding of tasks:      **brown**      grey      white

# Quests, Revision & Narrative

## Quests:

learn spells = foreign language = magical tool

## Revision:

repeating all spells & their rules

**Narrative** guides & binds practical elements.



# Additional Game(ified) Elements

Achievements

Avatars

Customising Avatars → learn spells

Map of castle

relation: story → castle wings → language skills

# End of Course #1

Level of students reflected by their Avatars

Graduation = assigning wizard robes:

**brown** = pass

grey = advanced

white = mastery

## End of Course #2

Additional rewards: tangible & intangible

All - 'school trip' (can be imaginary)

levels - different rewards

**brown** = basic amount / value

grey = higher amount / value

white = highest amount / value

# Good Practices

*Enchanted Castle* is an effect of a gamification workshop conducted during the study visit devoted to *Gamification in Education & Training* which took place at UKW, Poland in 2014.

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