

4 beats per
measure

Mission: Uncountable!

Created by Scott Provence

- A PUBLICATION OF SENTENTIA GAMIFICATION -



Did you know that **over half** of students who join their school's music program **quit** in just a year or two?

A public school teacher was looking for a way to **drive down** these **dropout rates**, while breathing **new life** into abstract musical concepts.

The **result** was a **bite-sized lesson** on musical rhythm, paired with a quirky, **choose-your-own-adventure** narrative.



Kudos from the Client:

Mission Uncountable turns what could be a simple lesson on counting into an interactive experience that allows students to become self-empowered learners.

The game creates excitement through its story and encourages students to achieve success with concrete steps and achievements. It is wonderful to see students having fun while building their musical skills!

The Mission:

To create web-based
“microlearning”
opportunities for
beginner music
students.



Percussion



Woodwind



Brass



String



The Design Process:

The decision to use a gamified approach came from a combination of the initial stylistic request: *"We want something fun!"* and the initial constraints: *"We need a small, web-based solution."*

A brief, narrative-based game would allow students to lose themselves in a fictional adventure while developing problem-solving skills and testing their knowledge of rhythm with instant feedback and video remediations.

Your Mission



Who's twice as dangerous as 007? **Agent 14.**

The only problem is...Agent 14 has no rhythm. He's currently undercover in an enemy's ballroom, and **he can't dance.**

Your mission...

Find the rhythm in the songs they're playing and help Agent 14 dance his way to freedom.

Accept this mission >



The First Song

The first song is already playing! Listen for the rhythm, then select the **beats per measure**. When you're ready, transmit your answer to Agent 14 so he can match his dance moves to the beat.

Find the rhythm!

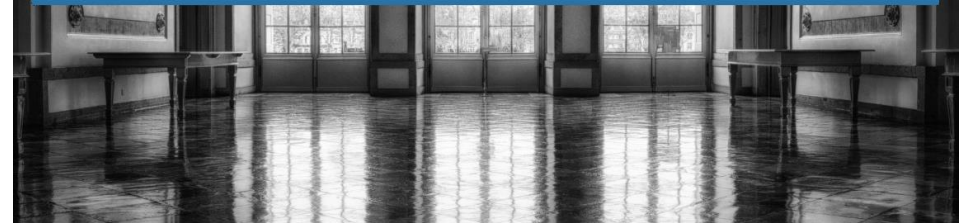
2 beats per measure

3 beats per measure

4 beats per measure

5 beats per measure

Transmit >



Crack the Safe

00

14

It's a musical lock!

Only you can help Agent 14 find the combination code. Count the beats of the song playing (1...2...3...4...), then listen to which words match up with each beat number.

Beat counted when the word "Boat" is sung



Beat counted when the word "Down" is sung



Beat counted when the word "Life" is sung



Research

One

Primary research for this game isolated Karl Kapp's idea of *content gamification*, specifically as it differed from *structural gamification*.

Two

This course was built with a strong emphasis on the former over the latter.

Three

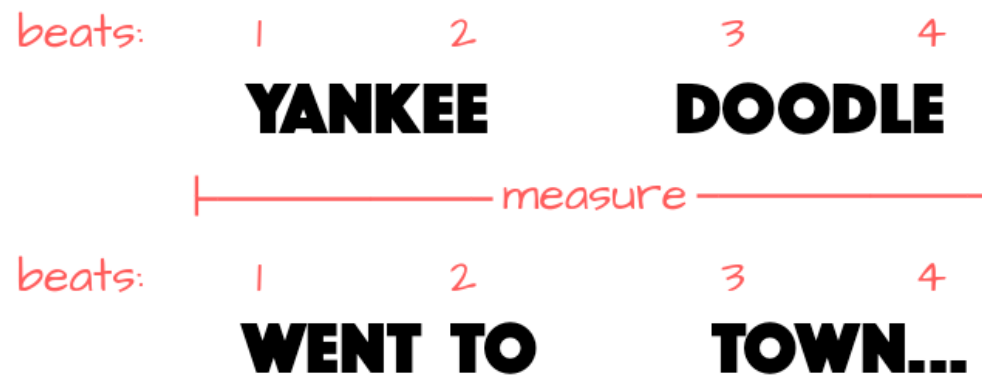
Which is why you see a heavy use of game mechanics like narrative and character over points and levels.

Kudos from the Client:

In education today, we are seeing increased success with games and digital learning.

Programs like Typing Agent and Spelling City encourage our students to explore learning in low-stakes environments that prioritize experience and engagement over rote memorization.

Mission Uncountable! provides a fun, engaging narrative that allows students to explore music through an interactive story and encourages excitement through the success of their character.



4 beats per
measure

The Results:

Since this program came about as a way to curb dropout rates, longitudinal studies will compare the efficacy of these sorts of engaging microlearnings across several classrooms and grade-levels.



Find the Beat

The "beat" of a song is the steady pulse you tap your foot to. Song beats are constant, and evenly spaced. To find the beat, you can often listen to the lower instruments, like the **bass** or **drums**. Count the beats in your head (1...2...3...4...) until you start to feel a pattern emerge.

Now find the measure 

This combination of broad topic (teaching “rhythm”) and condensed learning (a 10-minute module) is ideally suited for adult learners as well.

Application for Adult Learners:

By condensing the lesson to a specific, tangible outcome (learn to count the beats of a song), adult learners will see measurable results (the final assessment outcome) as an effective return on their invested time.

Employing an archetypal narrative suitable for both adolescents and adults (“save the world’s greatest spy”) also allows the content to be approachable for any age range.





Built for a grade-school audience...

This gamified microlearning has potential for adult audiences.

Give it a try. Save the world's greatest secret agent, and perhaps discover a new way to use game mechanics like narrative for your own learners.

PLAY: MISSION UNCOUNTABLE

ABOUT SCOTT PROVENCE

Scott Provence is an Instructional Designer and Technical Writer who uses story-based trainings to create engaging content for all levels of learning. His print, instructor-led, and web-based curricula have been delivered in all fifty states. Scott has also helped design three-dozen behavioral health curricula that assist over 5,000 organizations in delivering evidence-based and person-centered care.

Scott is the Publication Editor of the American Society of Addiction Medicine's (ASAM) Criteria, Third Edition, the most widely used placement criteria for patients with addiction and co-occurring conditions. He also wrote and designed the companion web-based training, now identified by California's Department of Health Care Services as the minimum training requirement for all state treatment providers.

Scott received an MA in English and an MFA in Creative Writing from the University of Washington, where he was a Nelson Bentley Fellow. His fiction has been published in over twenty literary journals nationwide and earned him a Pushcart Prize nomination. He lives with his wife in Nevada.

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