



FANTASTIC PLACES, UNHUMAN HUMANS

An Online, Full Semester Literature Course For Brown University
Designed in collaboration by artist Matt Rockman, and Sententia Gamification Certified Journeymen
Brown University Professor of English Jim Egan and Instructional Designer Naomi Pariseault.

- A PUBLICATION OF SENTENTIA GAMIFICATION-



On the Leading Edge of Gamification Design in Higher Education

- What can the grotesque, monstrous, and even alien creatures found lurking in an extraordinary range of literature across many centuries reveal about the different ways humans have imagined what it means to be human?
- This is the first online introductory humanities course to be gamified at an American university or at Coursera or Edx.
- Watch the trailer here:
<https://www.edx.org/course/fantastic-places-unhuman-humans-exploring-humanity-through-literature>

OVERALL GAMIFICATION DESIGN PROCESS

- × Part I: Learning Objectives
- × Part II: Create an Epic Adventure
- × Part III: Game Dynamics & Player Personas
- × Part IV: Design Learning Activities
- × Part V: Add Game Design and Mechanics
- × Part VI: Tie It all Together – Visual Design, Aesthetics, Testing

A Pedagogical Challenge

- How to take a traditional Introduction to Literature course and transform it into an online challenge?
- How to engage students in a way they weren't engaged before?

PART I: LEARNING OBJECTIVES

Define measureable
business objectives

Brown Univeristy's
seven themes of
integrative
scholarship

Identify audience

Easier for us this
time than maybe for
other course
projects

Define measureable
learning objectives

Part of our normal
design process –
decided to do in
question form and
call "missions"

START WITH THE
OBJECTIVES

IDENTIFY THE
AUDIENCE VIA
LEARNER
PERSONAS

PERSONA: KAE HANSEN



“Ambitious
High School Student”

Values fairness and ethical action
Needs to be challenged; stops task quickly
when not sufficiently challenged
Day is filled with activities; too much to do in
a single day; always overworked



ACCEPTANCE



SOCIAL CONTACT



TRANQUILITY



VENGEANCE

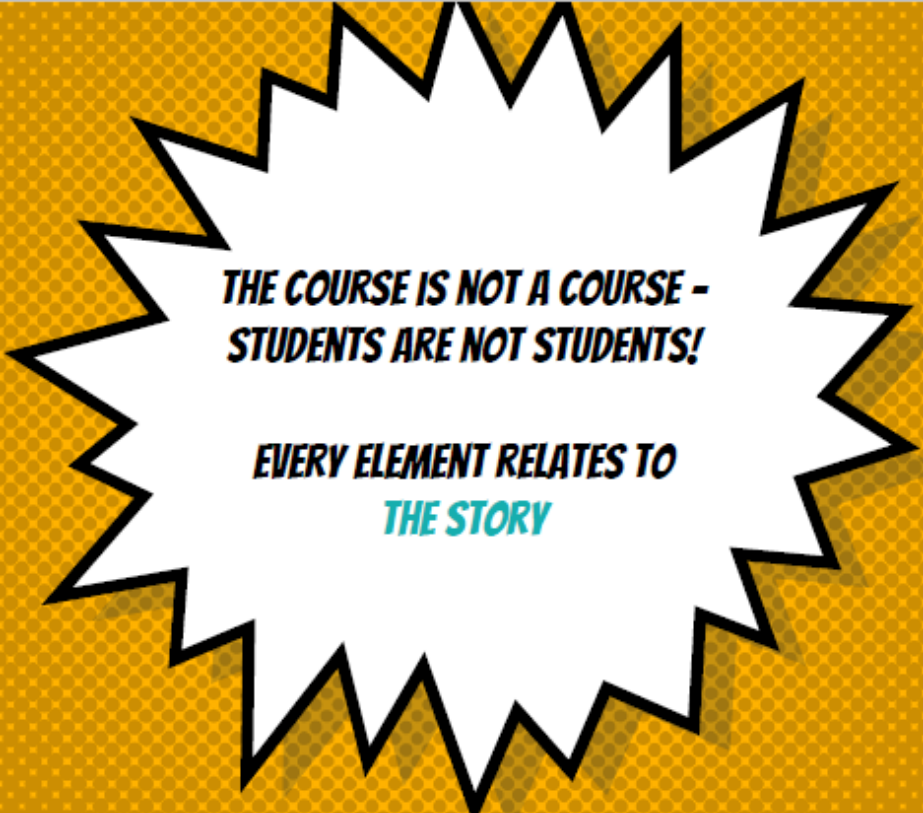
Highlights

- Wants to change the world
- Loves to be challenged
- Interested in science, history, literature
- Enjoys programming; challenges patriarchy
- Manages “to dos” from an app on phone



PART II: CREATE AN EPIC ADVENTURE

Create an engaging story – it
always starts with a humanoid and
a professor right?

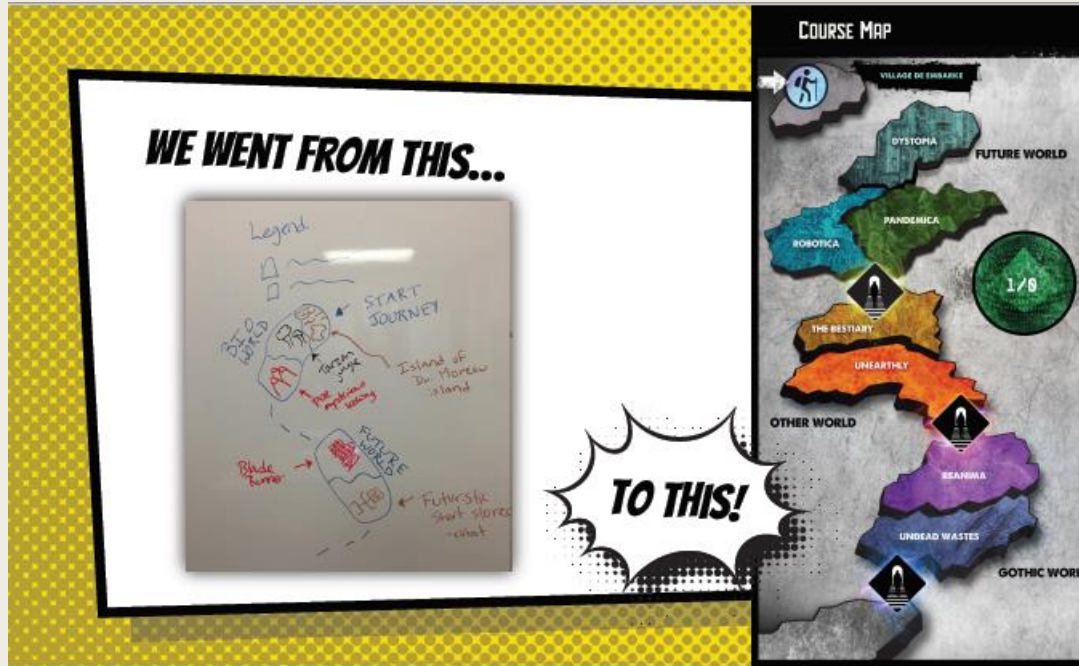


***THE COURSE IS NOT A COURSE -
STUDENTS ARE NOT STUDENTS!***

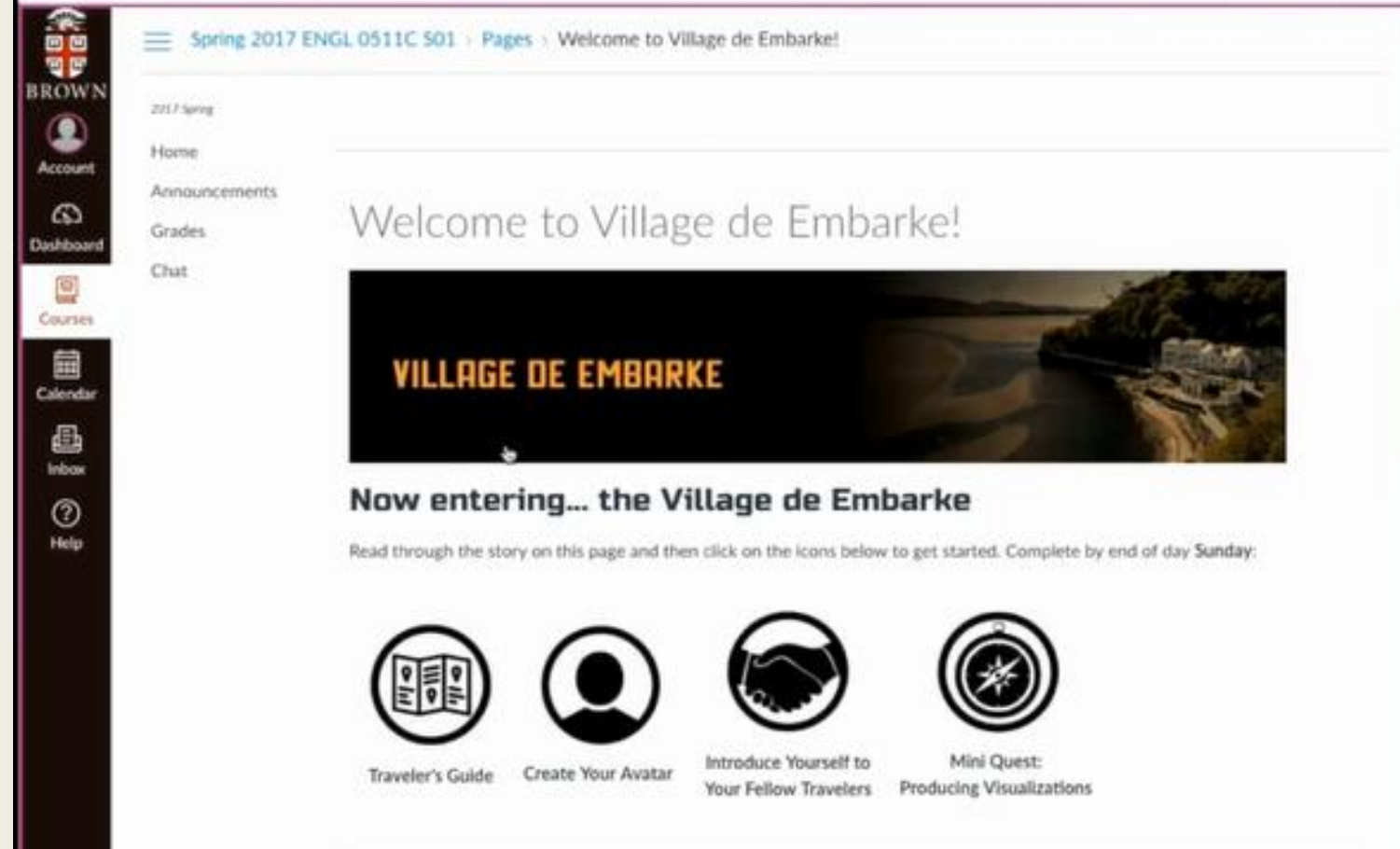
***EVERY ELEMENT RELATES TO
THE STORY***

The Process

- Transform a course into an immersive experience through story narrative
- Conduct audience analysis and create personas to pinpoint motivators
- Choose the most effective game mechanics for what you are designing
- Leverage prototyping and playtesting to make design decisions early in the process.



VISUAL DESIGN AND AESTHETICS



CREATE YOUR OWN AVATAR

95% of the students created and uploaded their avatar

LEARNING ACTIVITIES → TIED TO THE STORY

THE BESTIARY

Lycanthropes	QUEST NUMBER: 00000001	QUEST NUMBER: 00000002
Appearances in the most human...	Their behaviour. Resemblance are supposed...	
Gargons	QUEST NUMBER: 00000003	QUEST NUMBER: 00000004
Facial features and human bod...	Three of these images, although in differ...	
Curapaks (a kind of element)	QUEST NUMBER: 00000005	QUEST NUMBER: 00000006
Curapaks has a child spirit and li...	Curapaks has a fire hair and its feet are burn...	
Latin idiom-like figures	QUEST NUMBER: 00000007	QUEST NUMBER: 00000008
This urbanism has the same bo...	Except for the job, what makes Latin urbi...	
meduse	QUEST NUMBER: 00000009	QUEST NUMBER: 00000010
It's body mostly and the aspect...	It's snake hair and sometimes snake body...	
Fawn	QUEST NUMBER: 00000011	QUEST NUMBER: 00000012

**QUEST:
FIND IMAGES**

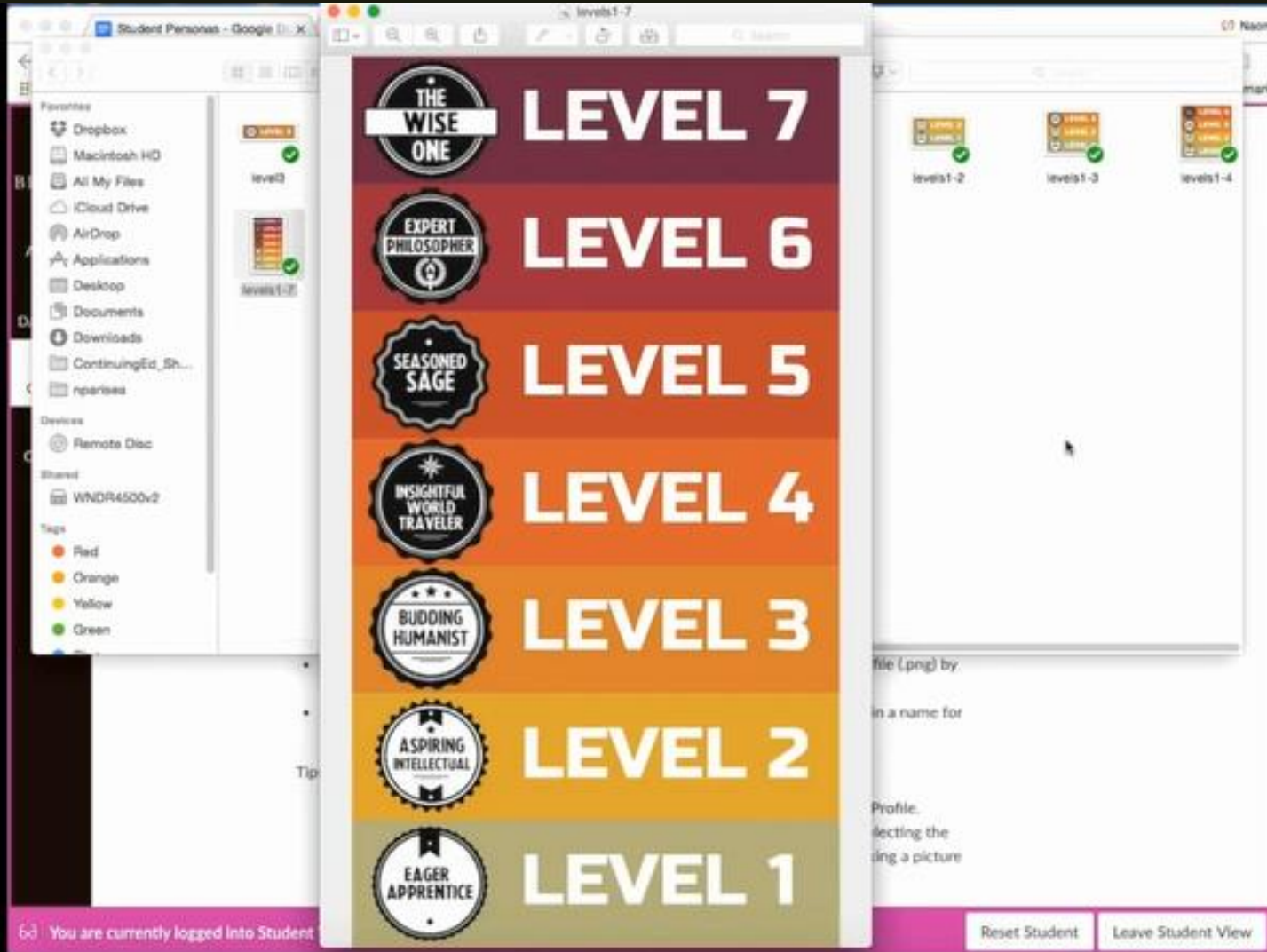
LEARNING ACTIVITIES → TIED TO THE STORY



**BOSS BATTLE:
CTHULU**

Learning Activities Tied to the Story





- ASSIGNMENTS WERE CALLED QUESTS
- STUDENTS COULD CHOOSE THEIR QUESTS
- USE OF UNLOCKS AND LEVEL UPS TO ENCOURAGE STUDENTS TO TAKE A BIGGER RISK – TO CHOOSE THE UNCONVENTIONAL

EXAMPLES

LEVELS



UNLOCKING



Rave Reviews

A vibrant, high-resolution image of a tropical jungle. In the foreground, a wooden suspension bridge with metal cables spans across a deep, rocky gorge. The bridge is surrounded by dense, lush green foliage, including large tropical leaves and hanging vines. In the background, a waterfall cascades down a rocky cliff face, partially obscured by more greenery. The overall scene is bright and colorful, with a strong emphasis on the natural beauty of the jungle.

"Amazing," "Fantastic," and "Outstanding"

"Format of the course (akin to a video game with levels, different worlds, unlocked quests) made for an extremely engaging experience."

"As much as I loved literature before, I think after this course, I have a newfound value for reading, analyzing, and thinking."

WHAT MADE THIS POSSIBLE?

The Right Partners!



Sententia
Gamification
Certifications



Award Winning

- Winner of a 2018 Training Magazine Gamification Award
- Overall Outstanding Use of Gamification for Learning

About Professor Jim Egan

- Jim Egan is Professor of English at Brown University. He's interested in the ways we tell and read stories in the digital age, the pedagogical opportunities to which the online world has given birth, and everything having to do with the 1974-75 Golden State Warriors.
- He was trained as a scholar of American literature before 1800, and he has published, among other works, *Authorizing Experience: Refigurations of the Body Politic in Seventeenth-Century New England Writing* (1999) and *Oriental Shadows: The Presence of the East in Early American Literature* (2011).





About Naomi Pariseault

- Naomi Pariseault is an instructional designer for the School of Professional Studies at Brown University.
- As with many other instructional designers, it was a fortunate happenstance that Naomi stumbled into the field and has been happily inspiring student learning since 2011.
- She loves to experiment with new design approaches.
- Growing up Naomi loved playing classic video games and could be found playing Atari Asteroids with her dad or Super Mario 64 and Kirby with cousin.
- Naomi has earned both the Level 1 and Level 2 Certifications from Sententia Gamification.

**Level Up your corporate learning and development programs,
employee onboarding, training, or adult classroom with
gamification – a cutting-edge strategy to motivate and engage
employees, customers, and students.**



Hosted by Monica Cornetti, CEO of Sententia Gamification
and Gamemaster of GamiCon.

Monica's guests include L&D Professionals, Adult
Educators, and Platform Providers who give you tips,
tools, and techniques to add immediately to your training,
talent development leadership, and employee
engagement toolbox.

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