What is the Reading Game?

The Reading Game is a question and answer game created by a class of students (players) based on the course curriculum. The unusual presentation of question asking, the points, the stars, the rating system, how the questions are answered and commented on or reported, are designed using game thinking rather than a traditional pedagogical model. The aim of this game is to make learning fun and challenging at the same time; and also take advantage of the widely reported enthusiasm students have shown for game play.

Every action in the game serves to introduce, build on, or clarify concepts from the course material as a formative learning experience. The students receive points for their efforts in asking and answering questions. Students can rate questions, which directly impact the contents of review quizzes, while also activating a secondary reward called 'stars' for participants whose questions are deemed outstanding by their peers. Participants can progress onto the next level of the game by using their accumulated points to ask open questions that are answered by the teachers and any student who has also levelled-up.

Note: This guide to the Reading Game outlines the basic functionality of the game in iLearn/Moodle. The game was designed to work as simply as possible with the contextualised HELP menu inside the game. Most students need little or no help to play. There are many strategies and meta-games that teachers can apply to the basic game or just use the game as is. The game can handle between 4 and 2000 players and it is robust enough to cope with aggressive playing behaviours. The new iLearn theme allows the game to be played on mobile devices. For a theoretical background to the Reading Game please see: http://www.ascilite.org.au/conferences/sydney13/program/papers/Parker.php

Adding the Reading Game to your unit of study

You can use the Reading Game to introduce a game-based learning activity into your teaching unit. It is best to have only one game per unit of study. The game uses a points system to drive player behaviours. The pre-set points system can modified to fine-tune game behaviours or just use the default settings.

To add a game:

1. Click Turn editing on.
2. Go to the week/topic you want to add the game to. It is best to locate it in the first topic.
3. Click Add an activity or resource and select Reading Game.
4. Scroll down and Click Add.
5. Click **Expand all** to display the game's name, description and pre-set points system. Change the points to modify game behaviours. Or just leave the pre-sets and make some changes later if required.

6. Give the game a meaningful name that relates to your course. The description is not displayed in the unit and can be used for private notes.

7. Assign **Start Week (YYYYWW)** for the game. For example, **201510** is the 10th calendar week of 2015. The default is now. The **End Week** defaults to 15 weeks from now.

8. The remaining options can be left as the defaults for setting up a basic game. Click **Save and return to unit**.
Adding a new Reading Game

General

Reading Game name

Description

Reading Game point setup

How many points a user will receive for answering a question correctly on their first try (default 15):

2

How many points a user will receive for answering a question incorrectly (default 2):

7

How many points will a user receive for asking a question (default 25):

2

The number of points a user receives upon completing a quiz for every correct answer:

1000

How many points does a user need before they can see the ASK+ menu and ask/answer open questions? (default 1000):

500

Which week should reading game start?

The year and calendar week of the year (YYYYWW) that reading game will count from for the purpose of calculating the status bar. It is year/week 201504 now.

Which week should reading game end?

The year and calendar week of the year (YYYYWW) that reading game will end. 15 weeks from now will be 201519. If you want to have no set end date, enter "0" for the end week.
Once you have created the **Reading Game** it will appear in the week/topic where you created it. For example...

![Screencapture](image-url)

**The READING GAME ... You write questions ... You answer questions ... You comment on a rate questions ... The best rated questions are in the quiz.**

The Fingerprint: This is a question and answer game built by you and your fellow students. It is played continuously each week throughout the course, by asking questions on the weekly content of the course. Get your Progress Bar to go green by asking 1 question and answering 5 questions each week. The game will give you different kinds of rewards and levels. The game uses the calendar week for its week numbering e.g. Week 2014 43 is the 33rd week of 2014 and the 2nd week of the course this semester (i.e. YYYYWW).

Even Firmer print: This game will deepen your understanding of the course and its content and improve your outcomes in the assessments by you being a producer of questions not a consumer. So play the game because you are losing nothing to lose, and everything to gain!
Creating questions

The **Reading Game** is a learning environment for students (players) to craft their own questions, to be answered by their peers. All questions are stored and reappear in the **ANSWER** and review **QUIZ** based on the game's algorithms. There are two (2) types of questions that players can create: **multiple choice questions** and **open questions**. An **Open Question** (ASK+) appears once a player has achieved enough points (default is 1000 points).

**To ask a multiple choice question**

1. Click **ASK**.

   ![Reading Game Ask Button](image-url)

2. Enter the multiple-choice question into the **question** field.

3. Enter the answers into each of the **Answer** boxes. A minimum of 4 answers must be supplied. The extra two (2) answers, E and F, are optional, but are useful for creating list-style and combination questions.

4. Click **Correct** next to the correct answer.

   ![Ask Question Interface](image-url)

5. **[For Teachers only]** It is recommended that the teacher add five (5) questions anonymously into the first week of the game to solve the “empty bar problem” for this crowd-sourced game. The questions should be about the content in the first week of the course. Tick: **post this**
question anonymously for your question to appear in the game, in a particular week. This option is only visible to teachers. Edit the set Question Year/Week field for the question to appear in a specific week. Otherwise, the default week is the week the question is written in. E.g. if the current date were 16th Feb 2015, the default time would appear as 201508 indicating the 8th calendar week of 2015. This option is only necessary if the question is posted anonymously. If you post as yourself, you will now become part of the game and attract rewards within the game, therefore it is recommended that if you want to seed the game with particular questions in particular weeks that you do so anonymously.

6. Click Submit Question

To ask an Open Questions (ASK+)

Open Question (ASK+) appears once you have achieved enough points to level up (default is 1000 points). ASK+ is always visible to the teacher. Each Open Question you ask costs you some of your accumulated points (default is 500 points). Teachers and other players who have levelled up to ASK+ can answer and rate these questions. If you want an answer to a salient question, or need the unit content covered more fully, or you want to start a debate, it can happen here! ASK+ increases your chance to win weekly stars. The more points you have, the more Open Questions you can ASK+.

1. Click ✪
2. Enter the open question you would like to ask into the question box.

3. Click Submit.

Answering & Rating Questions

Students and teachers have the opportunity to respond to each other’s questions through answering, discussing and rating them.

To answer a multiple choice question

1. Click Answer
2. Questions are selected automatically or alternatively, you can click the question you would like to answer from the question tabs on the left.

3. Click the answer you think is correct.

4. A tick or cross will appear depending on whether you have answered the question correctly or not. Also a green or red text banner will also appear describing whether your attempt was correct or not. You can have multiple attempts to find the correct answer. The game won’t move to the next question until you have clicked the correct answer, and then the karma and comment buttons will appear for you to respond.

5. Click the icon to add karma to a good question. Click the icon again to remove the karma.

6. Click the icon to add comment(s) to the question and/or to report the question as wrong/offensive. NB: The URL link to the Question Comments page can be copied and referenced in other forums and blogs post inside iLearn/Moodle.
To answer open questions

1. Click +

2. Click on the question link you want to view in the Open Questions list.
3. Click on Comments to add a comment or just view other player’s comments.

4. Click Add Karma if you think the question was well written.

5. Click Report Question as Wrong/Offensive for the teacher to review the question.

6. Click Return to Questions to return to the previous list of Open Questions.

Note: Answering an Open Question will not earn the player any extra points in the Progress Bar. At this level you ask a good questions to attract karma and answer questions to share your insights.

To take a quiz

1. Click Quiz

2. Choose the week you would like your questions to come from. Or click All Available Weeks for questions to come from the entire question bank.

3. When taking a quiz, you must follow the order of the questions. Only one attempt is allowed for each question.
4. Click the 🌟 icon to add karma to the question.

5. You will receive a notification at the end of the quiz revealing your quiz score and the points added to your Progress Bar.

Understanding the Progress Bar

The Reading Game works on a weekly rotation: Monday to Sunday midnight. The minimum requirement each week to make your Progress Bar go green, is to ASK one (1) question and ANSWER five (5) questions. The Progress Bar shows: your overall points; how many permanent “stars” you have earned; and the ASKs and ANSWERs remaining to get your bar to go green.
1. When the game first starts, each student/player will have a blank Progress Bar with 0 points

   ![Progress Bar Example](image)

2. For each multiple-choice question asked and answered, the student/player will be rewarded with points as defined in the game’s points system setup, your progress bar will extend itself and decrement the Ask and Answer remaining counters when the page is refreshed. If you are taking a review QUIZ only the points increase, again the points you receive are based on the game’s points system setup.

   ![Progress Bar Example](image)

3. The bar will turn **orange** as the requirements are being met and then turn **green** when you have met the minimum requirements of the game play for that week. Next week the bar resets to **red**.

   ![Progress Bar Example](image)

4. Each week, the three (3) questions that attracted the most karma points from the previous week’s play, will award the writer of the question a permanent star-on-the-bar. The top three
(3) points scorers for the previous week’s play will also be awarded a permanent star-on-the-bar. Having the most points overall does not attract a star-on-the-bar. You can level up by using your accumulated points to purchase an Open Question (the default is 500 points). The next level in the game is achieved by accumulating a threshold number of points specified in the game’s points system setup (the default is 1000).
Managing the Reading Game’s Analytics and Data [For Teachers Only]

The Management Toolbox is visible only to the teacher. It allows teachers to: monitor activity within the Reading Game; analyse Reading Game data; manage reported questions by using the activating/de-activating function; answer ASK+ questions; and publish (and/or give prizes to) the weekly ‘stars’ of the game. The teacher can also participate indirectly in the Reading Game by adding karma and adding comments to questions to stimulate player behaviours.

To view open questions

1. Click Management Toolbox on the Reading Game’s home page.

2. Click View ASK+ (extended response) questions

3. Click on the question(s) you would like to view and answer from the questions list
To manage questions reported by students

1. Click **Management Toolbox** on the home page as shown above.

2. Click **Manage questions reported by students.**

3. Click **View Question** to view the full question and its comments.

4. Click **Deactivate question** for the question to no longer be visible to other participants. The writer of the deactivated question will be able to see it on their home page in their **My Questions** list.
5. Click **Approve Question** for the question to be visible to other participants.

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**Question Comments**

**Government policy on religion**

This question has been deactivated by a course manager.

**Question Comments**

What are the water soluble vitamins?

This question has been approved by a course manager.

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**To manage/export questions by Karma**

1. Click **Management Toolbox** on the home page as above.

2. Click **manage/export questions in the Reading Game**.

3. This page allows you to view all the questions in the question bank, the karma score (number of karma divided by number of responses) for the student and the option for the teacher to deactivate/approve questions.
4. Click Download a CSV tracking questions by their Karma to export a summary of all the player activity associated with each question into a CSV spreadsheet. This can then be used to understand the types of questions participants liked the most and have generated the most activity within the Reading Game.

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To manage/export questions based on time created/modified

1. Click Management Toolbox on the home page.

2. Click manage/export questions in the Reading Game.

3. This page allows you to view all the questions in the question bank, the karma score (number of karma divided by number of responses) for the student and the option for the teacher to deactivate/approve questions.
4. Click **Download a CSV of the questions w/answers** to export a summary of all questions based on their time of creation and modification. This can be used to track the timing of each question and when events and actions occurred.

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</table>

**Key for CSV spread sheet output:**

**Question ID:** each question is associated with a unique question identifier number.

**Player ID:** each student is associated with a unique player identifier number.

**Week:** the week the question is generated in.

**Body:** Details of the question

**Type:** MC stands for multiple-choice, OPEN standards for open question

**Answera, answerb, answerc, answered, answerd, answere, answerf:** the responses associated with each multiple choice option

**Correctanswer:** the correct multiple-choice option

**Active:** -1 means the question has been disapproved, 1 means no action has been taken in terms of approving/disapproving the question, 2 means the question has been reported and approved.
Karma score: the number of karma (thumbs) the question has received divided by the total number of responses to the question.

Response score: the number of times the question has been answered

Calculate score: temporary field

Player: each participant has a unique identifier number

Readingame: The game number of the Reading Game currently in use

Timecreated: the time the question is created

Timemodified: not used, it is the same as time created

To manage/export Report on students’ progress

1. Click Management Toolbox on the home page.

2. Click manage/export report on students progress.

3. This page gives you an overview of each student’s activity in the Reading Game.

4. To rank the students in a particular order, click the options at the top (e.g. questions answered, questions asked etc).

Note: The Bar Progress column can be used as a score for a participation mark of the student/player using the game. It is a composite measure based on the questions asked and answers each week of the game expressed as a percentage. There are five game mechanics used in the game to measure performance and give feedback.
5. To export the data into a spreadsheet, click **Export to CSV**. The data can be used to track each student's activity in the **Reading Game** over the semester and understand the likely study and assessment behaviour of each student using statistical analysis or graphing.

![Spreadsheet screenshot]

**To manage stars**

1. Click **Management Toolbox** on the home page.

2. Click **Manage Stars**.

3. This page gives an overview of the number of stars awarded to student/players each week. Prizes can be awarded or emailed to the weekly 'stars' of the game or a list of the weekly winners can be posted to the unit's **Announcements**' forum.

**Note:** The stars are updated only once a week. The star update is initiated by the first question written after midnight Sunday or by the teacher viewing this page.

![Stars tab screenshot]

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**Show stars by week**

Updated Stars on this page load - Stars will now be up to date. Go back to the management home page

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