Sunday, July 31, 2022 - 8:00 am-11:00 am PDT

Workshop #10: Gamification in Accounting Courses
Computer Software & Applications -3.0 CH
Presenters: Chris Edmonds, University of Alabama at Birmingham; Jennifer Edmonds, University of Alabama at Birmingham; Mark Edmonds, University of Alabama at Birmingham; Melissa Schulte, University of Missouri Kansas City

Long Description:

A successful course hinges on student engagement. This presentation will discuss how to use gamification and collaboration platforms to boost engagement and build community in your course. Specifically, we will discuss techniques which can be implemented in platforms such as Slack and MS Teams. We will also demonstrate apps for Slack and Teams that can be used to poll students, host debates, schedules discussions and more. Gamification elements can be used in these platforms to get students excited about learning with leveling, badges, peer-recognition points and even a class store which adds incentives beyond grades! Not only will we share details on how to incorporate these resources into your course, but we will also present data on our results. Imagine the participation rate in your discussion staying above 95% for the entire semester. Imagine a class so engaging that students post over 14,000 comments in a semester! What if your DWF rate could decline by 20%? What if 85% of students watched your entire lecture video? If you are interested in seeing how these resources can improve performance and confidence, please join us.

Format/Structure:

This workshop will employ a mixed pedagogy. Part of the workshop will be lecture based. An overview covering the state of the art of collaboration platforms and gamification apps will be presented. Research conclusions and anecdotal inferences summarizing the presenters' classroom experiences will be provided. The remainder of the workshop will utilize an active learning approach. Participants will use the technology and experience it from the perspective of instructor and student. Afterwards, we will discuss implementation strategies. Attendees will learn how to utilize existing technologies to boost engagement and student satisfaction. The session will boost your teaching evaluations.

Intended Audience:

This workshop will benefit any instructor looking to increase engagement in their course. No preexisting knowledge is required.

Prerequisites:

None

Advance Preparation:

None

Learning Objective:

1. Identify the benefits of utilizing collaboration platforms such as Slack and MS Teams. 2. Identify gamification techniques to better engage and connect with students. 3. Learn how to install and integrate collaboration platforms and gamification apps into your course.

Field of Study: Computer Software & Applications

Program Level: Basic

Group Live