

Gamification in Legal Research Instruction

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Gamification in Business

According to Gallup, customers who are fully engaged represent a **23%** premium in terms of share of wallet, profitability, revenue, and relationship growth over the average customer.

Engagement in specific industries:

- Retail banking customers who are fully engaged bring **37%** more annual revenue to their primary bank
- Consumer electronics shoppers who are fully engaged spend **29%** more per shopping trip
- Hotel guests who are fully engaged spend **46%** more per year

Gamification in Human Resources

A survey conducted by the Entertainment Software Association found that about **70%** of major U.S. employers had utilized interactive software and games for training purposes, and about 8 out of 10 planned to do so soon.

Engagement in specific companies:

- Walmart saw a **54%** decrease in safety incidents at distribution centers using gamification.
- After the integration of gamification into its training program, Deloitte Leadership Academy, Deloitte saw a **37%** increase in the number of users returning to the site each week.

Gamification in Education

Traci Sitzmann conducted a meta-analysis of 65 independent samples and 6000+ trainees:

- **11%** higher declarative knowledge levels
- **14%** higher procedural knowledge levels
- **9%** higher retention levels

She also found that games were:

- **17%** more effective than lecture
- **5%** more effective than class discussion

Gamification Defined

Gamification is the process of using game elements, game mechanics, and game thinking to engage people, motivate action, promote learning, or solve problems.

-Karl Kapp, *Gamification of Learning*

Gamification V. Games

- **Entertainment Games:** Just for enjoyment
- **Learning Games:** Designed to help learners develop new knowledge or skills or to reinforce existing knowledge or skills
- **Simulation:** Experiences that attempt to reproduce reality

Using Games in the Classroom

STRENGTHS OF GAMES:

- Cognitive objectives covering all six levels of Bloom's cognitive domain can be achieved
- Ideal vehicles for developing transferable process skills
- Strongly learner-centered
- Allows learners to develop creative thought
- Provides powerful motivation for learners
- Can be based in multiple academic disciplines
- Most learners find games enjoyable

WEAKNESSES OF GAMES:

- Difficult to fit into the curriculum
- Requires active cooperation of learners
- Using games as diversions or time fillers
- Ensuring the level of game is properly matched to the ability/needs of learners
- IT/technology issues

Examples of Gamification in the Classroom

- Game Based Learning Platform
- Audience Response Systems
- Interactive Classroom Tool
- Legal Research Jeopardy
- Scavenger Hunt
- Legal Research Bingo

Using Gamification

1. Determine your learning objective and desired outcome
2. Consider which gamification elements will facilitate your learning outcome
3. Determine if your outcome requires the use of structural gamification or content gamification

Elements of Gamification

- Goals
- Points, Badges and Leaderboards
- Learning objective
- Levels
- Conflict, Competition, or Cooperation
- Storytelling
- Feedback
- Failure and Replayability
- Rewards
- Scoring

Goals & Learning Objectives

- **Goals:** Propel the learner forward
- **Learning Objective:** What you want the learner to know or be able to do
- **Goals ≠ Learning Objective**

Bloom's Taxonomy and Game Types

Cognitive Skill	Game Types to Consider
Level 1: Knowledge Know and remember facts or ideas	Quiz-style, arcade-style, matching, game-show styles
Level 2: Comprehension Understand the facts or ideas; be able to explain them accurately	Quiz-style, collection and classification games, exploration games, storytelling games
Level 3: Application Use facts or ideas to solve problems or respond to situations	Story or scenario based quiz games, matching games, decision games, involving scenarios, simulations
Level 4: Analysis Break information into parts and identify causes; make inferences and form generalizations based on examinations of the facts	Strategy games
Level 5: Synthesis Organize and combine information to form alternative solutions	Building games, simulations
Level 6: Evaluation Judge information and facts against a set of criteria. Form opinions and ideas based on this judgment and be able to defend them.	Simulations, role-playing games

Conflict, Competition, or Cooperation

- **Conflict:** Challenge provided by a meaningful opponent
- **Competition:** Opponents focus on optimizing their own performance
- **Cooperation:** Working with others to achieve a positive outcome

Feedback

- Conformational feedback
- Corrective feedback
- Explanatory feedback
- Diagnostic feedback

Rewards

- **Completion Achievement:** Awarded for completing a task
- **Measurement Achievement:** Awarded for completing a task to a certain degree

Points, Badges and Leaderboards

PROS

Points: Helps learner identify progress and provide continued motivation

Badges: Encourages the learner to explore

Leaderboard: Helps set goals and focus learner attention

CONS

Points: Can be viewed as externally driven, extrinsic motivators for the learner

Badges: Must be valued by the learner and the community

Leaderboard: Can create a competitive environment, which can be demotivating for the learner

Levels

- Start by creating a difficult level for experienced players
- Then create an easy level for novice players
- Lastly create an intermediate level

Storytelling

- Make characters similar to the learner
- Create a clear beginning, middle, and end
- Details immerse the learner in the story

Failure and Replayability

- Failure is an option
- Include many options for do-overs or replayability
- Don't make failure permanent
- Provide multiple paths to success

Scoring

- Make scoring and winning transparent
- Use scoring to drive behavior
- Consider more than one dimension for scoring
- Tie the score to learning outcomes

Types of Gamification

- Structural Gamification
- Content Gamification

Structural Gamification

- Application of game elements to propel learner through instructional content
- No changes to content
- Uses multiple question
- Examples: Points, Badges, Leaderboards

Types of Structural Gamification

- Game based gamification
- Competition based gamification
- Progression based gamification
- Badge based gamification
- Performance based gamification

Structural Gamification: Case Law TWEN Quiz

No Gamification

1. Case law can be found by using which search method?

- A. find by citation searching
- B. terms & connectors searching
- C. natural language searching
- D. **all of the above**

2. To find a case by citation which components do you not need?

- A. the volume number of the reporter that case was found in
- B. **the party names**
- C. the abbreviated name of the reporter
- D. the page number the case was found on in the reporter

3. A summary of the case that addresses a specific point of law in the case and appears before the printed judicial opinion in a law report is called a:

- A. parallel citation
- B. outline
- C. **headnote**
- D. synopsis

1. To find a case by citation which components do you not need?

- A. the volume number of the reporter that case was found in
- B. **the party names**
- C. the abbreviated name of the reporter
- D. the page number the case was found on in the reporter

2. The attorney you are working for has asked you to find cases dealing with personal injuries resulting from dog bites in Ohio. Compare terms & connectors searching to natural language searching and explain which method you think would be better to use in order to find the cases the attorney is requesting:

3. Use the information available in headnote 17 to find additional malpractice case law in Kentucky. Then cite to a relevant Kentucky Supreme Court case:

17 **Attorney and Client**

Under Ohio law, the duty of reasonable and ordinary care is breached by an attorney's failure to provide competent legal services.



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Attorney and Client

Duties and Liabilities of Attorney to Client

Elements of malpractice or negligence action in general

1. Recall

2. Application

3. Evaluation

Content Gamification

- Application of game dynamics, mechanics and elements to alter instructional content itself to make it more game-like
- Highly customized
- Examples: Story, Challenge, Curiosity, Mystery and Characters

Content Gamification: Statutes Exercise

No Gamification

Look at some of the editorial extras after the text of the code section and answer the following:

- A. One of the unique features of Page's is the comparative legislation information. It enables you to find similar statutes from other states. What is the code section for the comparative legislation in Illinois?
- B. Is there a reference to Ohio Jurisprudence 3d?
- C. Is there a reference to treatise?
- D. Is there a reference to a law review article?

Chuck Smith executed a will, leaving his entire estate to his wife, with their family friend, Matt Hardy, to receive a large portion of the estate if his wife did not survive him. Chuck had always said that Matt was like a son to him. In fact, more like a son than his own son, Ron. A few months before executing the will, Chuck was diagnosed with Alzheimer's. Matt moved in with the Smith's in order to assist with keeping up the house and yard, caring for them, and helping to manage their affairs. Chuck Smith's wife died and one year later, Chuck Smith passed away. The Smith's estranged son is contesting the will, claiming that Chuck lacked "testamentary capacity" when he executed the will due to his Alzheimer's. He also claims that Matt exerted undue influence on Chuck. You are acting as Ron's attorney and you need to determine what constitutes undue influence under Ohio Law.

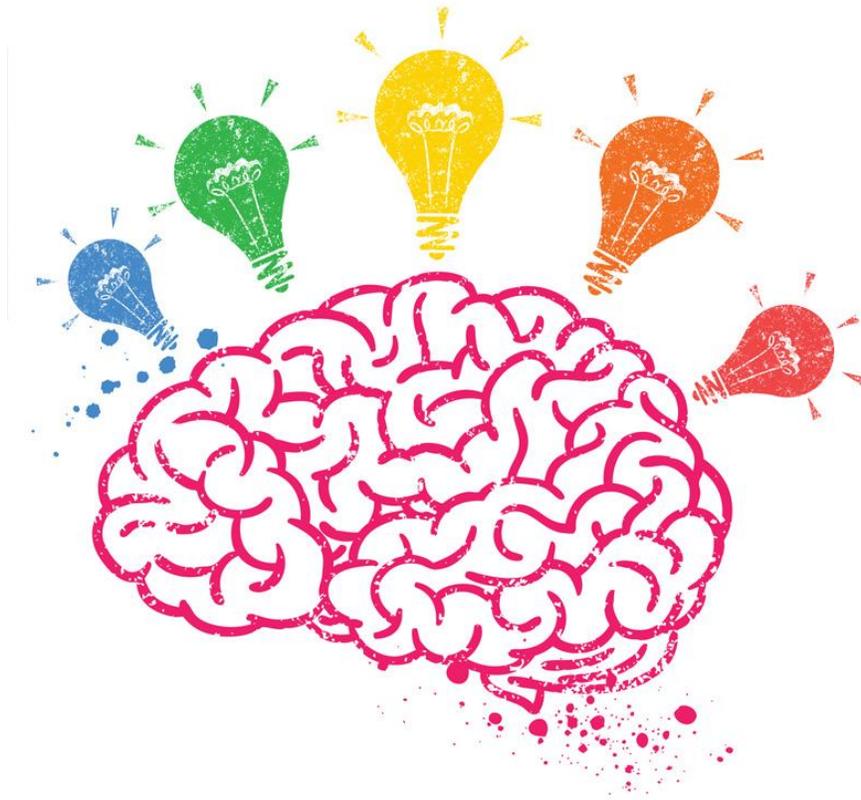
Winning, Losing & Cheating

- Focus on learning
- Don't emphasize winning
- Create different levels of winning
- Test and retest

Best Practices

- Identify success criteria
- Tie to specific educational needs
- Base on Sound Instructional Theories
- Use a pilot group to test your Gamification experience
- Monitor learner progress

Brainstorming



Questions?

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