OLTD 508 – Game-Based Learning – Reflection #2

What is the specific evidence you have chosen?

I chose to include the mini-inquiry assignment entitled *Why is Gamification an Effective Tool in Disaster Training?* https://spark.adobe.com/page/bgoNn3DqtGsl6/. The reason that I selected this presentation is because I used a new tool to develop the presentation and taught myself how to use Adobe Spark. Plus, answering the *why* through the critical challenge question, instead of the *how*, presented a challenge for me. I had to look at it from a user point of view and took the approach of being a decision-maker in disaster management.

What did you learn/experience by creating the evidence file relative to the specific OLTD Program Outcome *Can game based learning inform and benefit my facilitation & teaching practices while offering alternative learning experiences for adult learners that are engaging yet "educational"?*

First off, I learned how to explain gamification in plain language by combining theory through a disaster manager lens. Secondly, I reviewed the myths about games and gamification by Kapp (2014) and applied them to disaster management. Before I took OLTD 508, I was a believer of those myths, and did not understand what gamification really all is about.

Next, I focused on what motivates disaster managers by reviewing applicable theories:

1. Motivation in Gamification (Kapp, 2012)

2. Self-Determination Theory (Ryan & Deci, 2000)

3. Achievement Goal Theory (Dweck & Leggett, 1988)

I then reviewed many games for children and adult learners throughout the world. One thing that I learned is that many of these games are available for free and are very useful tools.

Interestingly, I sent this presentation to several of my colleagues in the field, across Canada. As a result, I have been invited to present the information to in-service meetings, or at conferences, as they were not aware that there is so much information, and tools, around gamification in disaster management.

Finally, this area of learning is one that I will explore more, as there is very little research on it. Disaster management culture is shifting as described by Kankanamge, et al. (2020, p. 26) "*inspired a shift from contemporary emergency planning environments to an integrated digital emergency planning environment, which will benefit both humans and wildlife—i.e., 2020 Australian Bushfires*", these tools could be extremely useful in the field.

Sources:

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