

Graceful Failure: Learning through Game-Based Learning (ABSTRACT ONLY)

By

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Abstract

As the second part of a yearlong project in gamification, we implemented two Game-Based Learning (hereafter GBL) activities in two different levels. The reason for this experimentation was multifold: increasing access as part of the university's mission; normalizing risk taking and failure in a controlled and safe environment, especially for timid students; as well as bringing a collaborative approach to a competitive environment in some instances. In this paper, we will review two different implementations of game-based learning, "Kahoot!" in undergraduate level and "Evolution of Trust" in graduate level, that promote exploration and risk taking through graceful failure instead of public failure. We then share a summary of student and faculty reflections for each and conclude with future plans for the project.