

Background of the groups members	2 Group 1 : all of us have an education and technology background, 3 of us have been directly involved in MOOC design, 2 of us have knowledge of gamification.	https://goo.gl/Bk2g5u		
Gamification Conceptualization				
Game Element	Description	Do we use it? (Y/N)	How do we use it?	Response
1. Empowerment	Enable user to perceive that he/she can impact on the situation, have a sense of control	Y	What are the decisions an empowered learner can take?	choose input methods which suit the learner best e.g. animated box on screen which once opened contains a video / a text doc / a podcast / an activity as the way to access the content
2. Smooth Learning Curves	it keeps the user in continuous learning progress and in mastering his/hel skills		How can we smoothen learning curves for different learners?	
3. Communication Channels	it enables communication via chats, forum, etc part of the game in which all players' actions take place until a	Y	Which communication channels are specifically needed?	
4. Levels	certain goal has been reached or an end condition has been fulfilled	Y	How do we distinguish different levels? What is specific for each level?	quiz results to win keys for future boxes (see above)
5. Clues	hints given to users to solve a problem and/or to achieve a goal and unblock the next level		How do we balance clues (not too many, not too few, informative without giving away too much information)?	intermediate goals acheivable alone, and other goals which are only acheivable as part of a team. There are also personal goals and community goals. Progress towards them displayed on a dashboard/map/graphic....
6. Goal Indicators	Are indicators that explicit the goals Enable custom configurations of a character's abilities, often	Y	Which goals can be selected/defined?	
7. Skills tree	organised in branches associations of players who chose to come together to achieve a	Y	Which skills can we distinguish? How can we organise them in a hierarchy?	
8. Guild	common goal		How can learners team up in guilds? What is the goal of each guild? How does it compete with other guilds?	
9. Storytelling	the act of telling stories within the game enable users to plan future action or goals therefore		Which story do we want to tell?	
10. Stimulated Planning	the strategy to follow to complete a level or the game itself		In a flipped MOOC how do you forseen the implementation of Stimulated Planning, a game elements that invite the users to plan their strategy?	
Learning Analytics conceptualization				
For each game element selected:		Why do we use it? For who?		learning analytics, especially links cliked, time spent on steps, activites completed, interactions and communications made...can allow for PERSONALISATION of subsequent steps and tasks. This may be an effective response to engagement and retention issues...?
		How do we use it?/ how do you implement it? What data do we need to support that?		post-run analysis and reflection can greatly benefit from LA
Design Phase				
Domain	educating for the future			
Topic	engaging students in the 21st century			
Target group in mind	teacher training cohort + CPD			

CONNECTED: empowerment = choosing own learning goals : connects with goal indicators which are Personalised based on choices and learning analytics (see below) : connects with Learning Analytics which lead to link / step / learning path personalisation