

COOPERACY  
LET'S DO IT TOGETHER

**LEARN LIKE EARTH!**

# COOPERACY



**GAMIFICATION**



**COHACKS**



**RESEARCH**



**FACILITATION**

# COOPERATION SCIENCE

- QUANTITATIVE AND QUALITATIVE COOPERATION MEASUREMENT
- FACILITATION + GAMIFICATION OF MEETINGS & LONG TERM PROJECTS
- REDIS



ET

# MANY WAYS OF LEARNING





**SO KIDS ARE TAKING OVER..**

A young woman with long dark hair, wearing a red and white plaid shirt, is sitting at a light-colored wooden desk. She is looking directly at the camera with a slight smile. The background is a blue wall with a white horizontal stripe and an orange lower section. On the wall, there is a corkboard with a 'PARTY' sign, a large yellow letter 'C', and the word 'HACKS' written in white. Two framed pictures of a drink are hanging on the wall. To the left, there is a white and green rolling cart with various items on it. To the right, there is a white shelf with a globe, a vase with pink flowers, a small sailboat, and a blue container. On the desk in front of her, there are several items: a pink calculator, a blue notebook, a white container, and some colored pencils.

your host  
**GILLIAN**

# AND THE WEB IS HELPING THEM

## NEW: KAHOOT! FOR SCHOOLS

### Make learning awesome as a team!

Kahoot! for schools is our new offering built around collaboration and saving time for teachers and school admins. Put your creative minds together with other educators, increase productivity, and make learning awesome as a team!

Learn more about all the superpowers Kahoot! for schools unlocked.

Learn more



ClassDojo

### Happier Classrooms

The simple way to build an amazing classroom community.

Sign up as a...

- Teacher
- Parent
- Student
- School Leader

Used in 100,000 schools in 100+ countries. Available free for teachers.

The ClassDojo website header features the brand name 'ClassDojo' in the top left. The main heading is 'Happier Classrooms' with a sub-headline 'The simple way to build an amazing classroom community.' Below this is a 'Sign up as a...' section with four circular icons representing 'Teacher', 'Parent', 'Student', and 'School Leader'. At the bottom, it states 'Used in 100,000 schools in 100+ countries. Available free for teachers.'

CLASSCRAFT

### Make School Epic!

When school is in session, Classcraft brings it to life!

GET CLASSCRAFT

For Teachers

For Schools & Districts

The Classcraft website header features the brand name 'CLASSCRAFT' in the top left. The main heading is 'Make School Epic!' with a sub-headline 'When school is in session, Classcraft brings it to life!'. Below this is a green 'GET CLASSCRAFT' button. The bottom section has two columns: 'For Teachers' with a lion icon and 'For Schools & Districts' with a cat icon. The background is a vibrant, fantastical landscape with a mountain, a castle, and a group of diverse characters.



# WHAT IS SCHOOL FOR?



I FORGOT

# ClassCraft Teachers' Report after one year:

**98%** of teachers say that it has **increased student engagement**

**99%** of teachers say that it has had a **positive impact on the classroom atmosphere (bullying)**

**88%** of teachers have reported an **increase in academic performance**

**89%** of teachers have reported an **increase in overall efficiency in the classroom**

**82%** of teachers have reported **improved attendance**

**100%** of teachers say that students are having **more fun in class!**

# DO “EXPERTS” WANT TO PLAY?

## 1. PSYCHOLOGY AND GAMES AS LEARNING TOOLS FOR ADULTS TOO

- As we've seen

## 1. COMPETITIVE S.T.E.M. ENVIRONMENT

- Investigators FIGHT - instead of having some fun
- *If you make mistakes other learners are invited to blame you!*
- Paradox: not blamed? The other's ideas are weak (!!!)

## 1. COOPERATION IS BETTER FOR EARTH SCIENCES

- Group votes (If a part is bad, the whole is worse)
- It cannot be taught in a monoperformative way
- Mono-heroes will think in a non-systemic way

# DEMONSTRATING EVIDENCES

Wang, A. I., & Lieberoth, A. (2016, January). [The effect of points and audio on concentration, engagement, enjoyment, learning, motivation, and classroom dynamics using Kahoot](#). In *European Conference on Games Based Learning* (p. 738). Academic Conferences International Limited. (Cited by 20 - h-index 21, 7)

Vesselinov, R., & Grego, J. (2012). [Duolingo effectiveness study](#). *City University of New York, USA, 28*. (Cited by 104 - h-index 18)

Muntean, C. I. (2011, October). [Raising engagement in e-learning through gamification](#). In *Proc. 6th International Conference on Virtual Learning ICVL* (Vol. 1). Sn. (Cited by 436 - h-index 7)

Osipov, I. V., Nikulchev, E., Volinsky, A. A., & Prasikova, A. Y. (2015). [Study of gamification effectiveness in online e-learning systems](#). *International Journal of advanced computer science and applications, 6*(2), 71-77. (Cited by 37 - h-index 5, 22, 33)

# GAMIFIED ECOSYSTEMIC LEARNING

GROUP VOTES = Learn to push up the whole not the single

CIRCLE VOLLEY = Nobody wins, everyone wins

ESCAPE ROOM = Win as a team

# EXAMPLES: JULES VERNES STYLE GAMES

## VOYAGE TO THE OUTSIDES OF THE EARTH

Use satellites maps and information to change the Earth, for example reversing the gulf current or the seasons cycle (kids) or reversing climate change effects (experts).

## AROUND THE WORLD IN EIGHT MINUTES

They have eight minutes to gather information from earth and escape

## 35000 KILOMETERS OVER THE SEA

Each kid or expert is given a satellite as superpower. They gather information in order to test predictions about the sea temperature effect on wind temperatures

A diverse group of middle school students, including boys and girls of various ethnicities, are standing in a school hallway. They are dressed in casual attire like jackets, sweaters, and jeans. The hallway has blue lockers on the right and fluorescent lights on the ceiling. The word "PRINCIPALS" is overlaid in large, bold, white, sans-serif capital letters across the center of the image.

**PRINCIPALS**

**THANK YOU!**