

Gamification Helps Learning

By: Edward Chang

Imagine a place where you get good grades just by playing games. Imagine a place where you play your favorite games at school without getting in trouble. There is such a place and it's called gamification.

"The thing I love about gamification, and actually this is something I've been doing since the very first day of teaching, is that students are self-motivated to do better," Technology Information Specialist Michael Toth explained on how video games can benefit student learning. "Think how many hours people spend on video games when they don't really get anything for it? So, if we can gamify learning and you learn something while you're playing a game. You're self-motivated to learn."

According to Growth Engineering, an online group that describes themselves as "research-based learner experts", gamification became part of learning as far back as the early 1900s when badges were given to Boy Scouts for learning different skills. In 2003, the term became more popular with education. It allows educators to electronically use the same features that are in a video game in others electronic or video games that add to learning.

Sixth Grade Spanish Teacher Lisa Sheehan said she encourages her students to use electronic video games, such as Blooket, Kahoot, Quizlet Live, and Duolingo to supplement learning. "If the material in the game connects to what you are learning, it helps motivate and engage students in a different way in the classroom," she said. "The repetition of the game is really good for

learning, especially a language where the more you are exposed to the vocabulary/grammar, the greater your recall and memorize it.

Along with World Languages, other subjects have used gamification too. "We use Fan School in seventh grade. It's great because you basically pick a fantasy world country team. So, it's like fantasy football, but you pick world countries, and you get points based on how often they're mentioned in the news. I love this one [because] it's simple, and it encourages everyone. I play it with the students, too," Toth said. "I also love the personal finance game we also do in seventh grade in Global Studies. We used to do Minecraft EDU. I think Fortnite creative mode is a cool option for gamification. One that we haven't used yet that I'm trying is Beat Saber for Oculus, the VR game. The amount of exercise you get with that game is incredible. One game that we use over the girl's school is *Just Dance* on the Nintendo switch. It's another great exercise game that they use in physical in the gym class."

"Video games can benefit learning because they allow you to learn things in a fun and engaging way. A game can consistently reinforce the subject matter that is being taught. The game needs to be engaging and have a goal to obtain at the end," Technology/Librarian Jennifer Dawson said. "Students are more excited and more willing to put forth the effort to do better because it's a game," Toth added. "If you just instead assign an assignment that says pick your five favorite countries, people are like, I don't really care. But if you give them points for picking the correct five favorite countries, they're a lot more motivated to try it. You need a video game so that as you progress along a journey, you learn something to get to the next step. It's got that right balance between learning and there's tools to help you learn if you don't know it. So, we want it challenging, but not too hard, but with things to help you reach success."

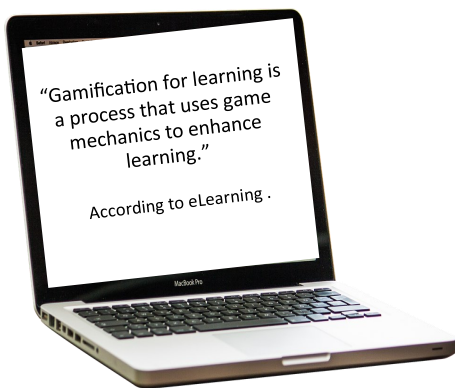
Sheehan explained that while some students really enjoy videogames to learn others do not. "In my

class, students are often provided many different resources to study and engage with the language, with videogames being just one of the options. For someone who does not like videogames, I would direct them to other options of reviewing."

"Students should be able to learn in both ways, through gaming and through traditional learning. Each student learns differently," Dawson added. While there are many advantages to using video games for learning, Dawson said that sometimes it's hard for students to control themselves when it comes to using games in the classroom. Sometimes, students tend to only want to play the game instead of work on more traditional schoolwork.

"You need to be able to self-regulate," Toth said. "Understand when you've been on the video game too long and you need to take a break. [But students] still have to be motivated to do work. And oftentimes the only motivation is that they want a grade, or they don't want a bad grade. A lot of people don't like electronic learning. A lot of adults, older adults, think it's not good for students. But it can be. If you're just sitting at a desk all day, it can be bad for you. But I think electronic learning in balance is really good. If you spend some time doing it and then spend some time putting the computer away and doing something else, it is balanced. With gamification, you're motivated because you enjoy it. And when you enjoy something, you're always going to do better at it.

"If someone does not like video games for learning, I would ask them what video games they play, first of all. Usually, the answer is going to be no, they don't play any. That's hard to make that argument if you've never played it. It's like asking someone, why don't you like vanilla ice cream when they've never had it? But then I would tell them, I would explain the benefits of self-motivation, engagement, the enjoyment factor, and I'd ask 'why can't learning be fun? Why does learning have to be boring?'"



RESTAURANT REVIEW

Go to The Garage for Dinner

By: Cameron Bartley

Some may see an old garage for cars and others may see a very good restaurant.

Both are correct.

Located almost seven miles from Cranbrook going South on Woodward Avenue is Vinsetta. What used to be an old garage for cars is a place for American dining and for those who love automobiles. Walking in, the first thing I noticed was how happy the staff was. Another part I noticed was that they thought of kids. The menu and the piece of paper that acts as a tablecloth acts like a coloring sheet and are meant to be doodled on.

According to their website, the original owners the "Kurta and Marwil families have long since moved their tools out of the station [and] the tradition they set still steers the joint one course at a time. The menu is built on the kind of custom Detroit eats that the mechan-

ics and techs would have called their own back in the day. With burgers, Union Mac & Cheese, noodle bowls, coal-fired pies and others, the new crew is working to keep the legend of Vinsetta Garage alive on Woodward Avenue and beyond."

Speaking of the menu, there are many options to choose from. They even have vegan vegetarian options. From pizza to burgers to delicious appetizers, soups and salads, they have it all. Some of their best items are deep fried cheese curds, burgers, and salad.

Sometimes the place can be busy, which makes the service a little slow. Be patient, because the food is worth the wait. The drinks took about two minutes to get to the table which was nice, and the appetizers were also quick too taking about five minutes to get to the table, but my salad took like twenty-three minutes to get to the ta-

ble and the burger took around the same time.

After dinner, we got dessert and they have a lot of great options like a rock and rye ice cream, custard, or even cake. All of them sound really amazing.

If you can't dine-in, they offer take-out and delivery. They are open every day except for Mondays. Make sure you call first because their hours change throughout the week.

While Trip Adviser gave them a four out of five. I would give them a 4.5 out of 5 because of our wait for dinner. But as I said it was worth it. The dinner took around an hour. All of the items were good. Everything was amazing, and I would really recommend you go there with your friends and family.

Comic

By: Ezekiel Furry

