QR4U: Using Gamification, D2L Brightspace, and QR Codes To Influence Completion Rates in Fall English Classes

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Megan M. Heiman, "QR4U: Using Gamification, D2L Brightspace, and QR Codes To Influence Completion Rates in Fall English Classes" (July 27, 2016). Minnesota eLearning Summit. Paper 78.
http://pubs.lib.umn.edu/minnesota-elearning-summit/2016/program/78

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Current Problem
Three-year (2011-15) fall-to-fall retention rate 50%

Symptoms
- disengagement
- frustration
- passivity
- low motivation
- loss of focus

Causes
- using ineffective methods
- feeling disconnected
- feeling isolated

Gamification + D2L Brightspace + QR Codes

- Reward the process of learning and effort—not the product
- CHARTING THE FUTURE
- Earned points help students:
  - ~Track progress
  - ~Get motivated
  - ~Advance holistic goals

INITIATIVE #7: Close the gap in educational opportunity

“Ongoing and substantive educational opportunities for all students, beginning during orientation and continuing throughout [ . . . ]” (http://www.chartingthefuturemnsuc.edu/wp-content/uploads)

Expected Outcomes
- Student completion of ENGL 91, ENGL 92, ENGL 1511 will increase 6% (Fall 2015 compared to Fall 2011-15).
- Pre- and post-project measure of student engagement will show increase 10%.
- Pre- and post-project measure of study time will show increase 10%.
- Pre- and post-project measure of student effort will show increase 10%.

References