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

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QR4U:
Using gamification, D2L Brightspace, and QR Codes to influence completion rates in fall English classes

a Shark Tank Pilot Project

by
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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 orientatation and continuing throughout [. . .]" (http: www.chartingthefuturemnscu.edu/wp-content/uploads)

- Visit instructor during office hour.
- Ask someone you don't know to lunch.
- Sign up for a campus club or activity.
- Volunteer for a campus or community event.
- Activate your VCC library card.
- Work out in the gym 30 minutes.

Learner participation in multiple and diverse educational opportunities that support holistic development and advance effective study habits will be acknolwedged, tracked, and rewarded.

Expected Outcomes

~Student completion of ENGL 91, ENGL 92, ENGL 1511 will increase 8% (Fall 2016 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-proejct measure of student effort will show increase 10%.

References

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