

# We're Not Playing Around

Using Gamification to Create a Winning OER  
Staff Team



While we wait, please tell  
us in the chat about the  
worst professional  
development you've  
ever attended



# Meet Tessy and Angela



she/her



she/her

Tessy and Angela, both  
from The University of  
Texas at El Paso

Champion OER and  
affordability on campus

Always looking for fun  
and innovative  
instructional methods

# ★ Today we will go over: ★

**2 Professional  
Development Workshops**

**STAR**

**OWLs**

**Gamification Concepts and  
Foundation**


**Incorporating Gamification  
into workshops**






# BEFORE TESSY ERA(BTE): STAR – ANGELA





# Staff Training on Affordable Resources (STAR)\*





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## Why


- It was 2019!
- Set stage for Librarians as OER/ Affordable Course Materials experts.
- An incentive initiative was in the planning stages; needed Librarians prepared to curate OER/ Affordable options for participants.

\*"S.T.A.R. = fancy name for the training for the purposes of this presentation; irl, it was called "OER Training Workshop".





# Staff Training on Affordable Resources (STAR)



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## What

- Live workshop, [date]
  - "OER Bites" delivered to attendees in the week leading up to the workshop
- Checked recall of info from "OER Bites"
- Quick 'how to find OER + affordable options' instructions for workshop activity.
- Goal: active, authentic learning experience in a low-stakes setting
  - a real syllabus for every attendee
  - scenario: 'this professor wants to switch to zero-cost; curate options to replace current materials'





# Staff Training on Affordable Resources (STAR)



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## How

- Briefly elaborate on what you want to discuss.
- Briefly elaborate on what you want to discuss.
- Briefly elaborate on what you want to discuss.







# TESSY ERA (TE): OWLS - TESSY



# OER

# Workshops

# for

# Learning (OWCs)

## Why

- Build foundational knowledge
  - Staff demonstrated a lack of knowledge about OER
  - Even though we knew that wasn't true!!
- Prepared staff to engage in introductory OER conversations with faculty

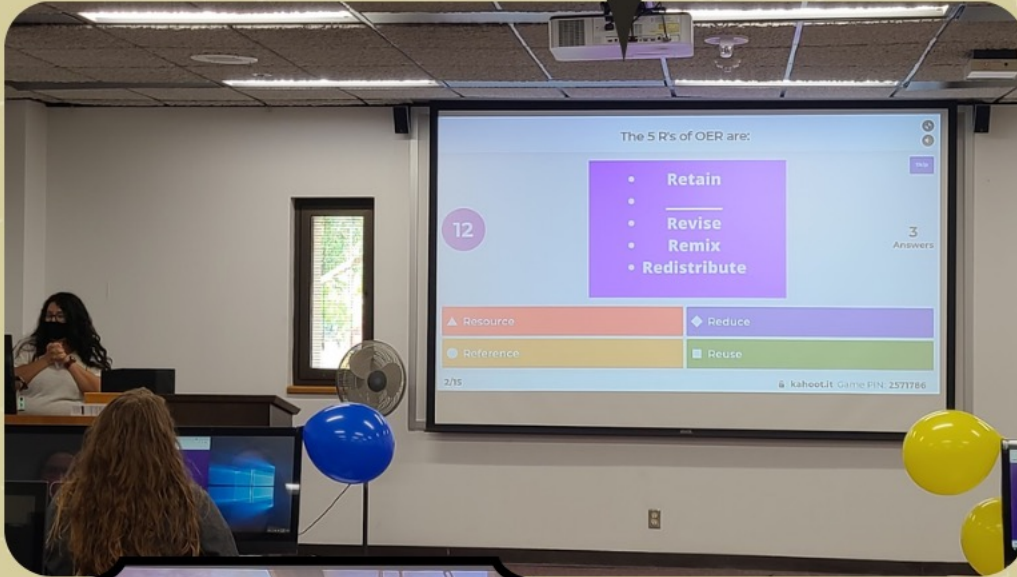


# What

- Harry Potter-themed workshops over 3 days
  - Aug 3-5, 2021
- Information packet sent out \*before\* start date
- Workshops consisted of solely activities, no lectures
- Each round was a different activity that accumulated points towards the House Cup







## How

- Groups were sorted into Houses via the Sorting Hat
- Activities were based on the readings provided in the packet
- Kahoots multiple choice quizzes and worksheets
- Small prizes were awarded after every round, with a bigger prize awarded to the winner of the House Cup



## What does OER stand for?



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▲ Open Educational Resources

◆ Operational Education Resources

● Open Educational References

■ Open Edited Resources



When a professor objects to OER on the basis of lack of quality, you can direct them to:



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▲ Repositories that have a peer-review process

◆ Tessy

● Merlot.org

■ All of the above

# GAMIFICATION



## GAMIFICATION CONCEPT







| FEATURES                      | STAR | OWCs |
|-------------------------------|------|------|
| Theming                       |      | ✓    |
| Risk & Reward                 |      | ✓    |
| Groups                        |      | ✓    |
| Reinforce Concepts            |      | ✓    |
| Reinforce Process             | ✓    |      |
| Targeted Activities           | ✓    |      |
| Authentic Learning Experience | ✓    |      |
| Fun!                          |      | ✓    |



# Lessons Learned

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## **STAR**

- Plan the workshop around the needs, then objectives
- Don't be afraid to incorporate fun and silliness

## **OWLs**

- Use more innovative and engaging (free) technology



Please Contact Us With Any Questions

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