USING A GUIDED FRAMEWORK TO SUPPORT STUDENT AGENCY FOR ACCELERATED GED STUDENTS

Presented By:

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ADULT EDUCATION THE STUDENT / THE PLAYER

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Theory Section 1
Exploring Student/Player Agency

Student Agency: The capacity for students to make meaningful choices that impact their learning path and outcomes.

Player Agency: Players' ability to make decisions that affect the game world, outcomes, or their progress within the game.

Drawing comparisons: Both focus on personal autonomy, decision-making, and the consequences of choices.

MASS EFFECT 3

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- Placement
- Lessons
- Guided Study
- Self Study
- Example from GED at MCC

Practical Application Section 1
Exploring Student/Player Agency

Placement: A more detailed identification of student's skill and gaps in their knowledge base

Lessons: Short, given on a regular basis, progressive in nature

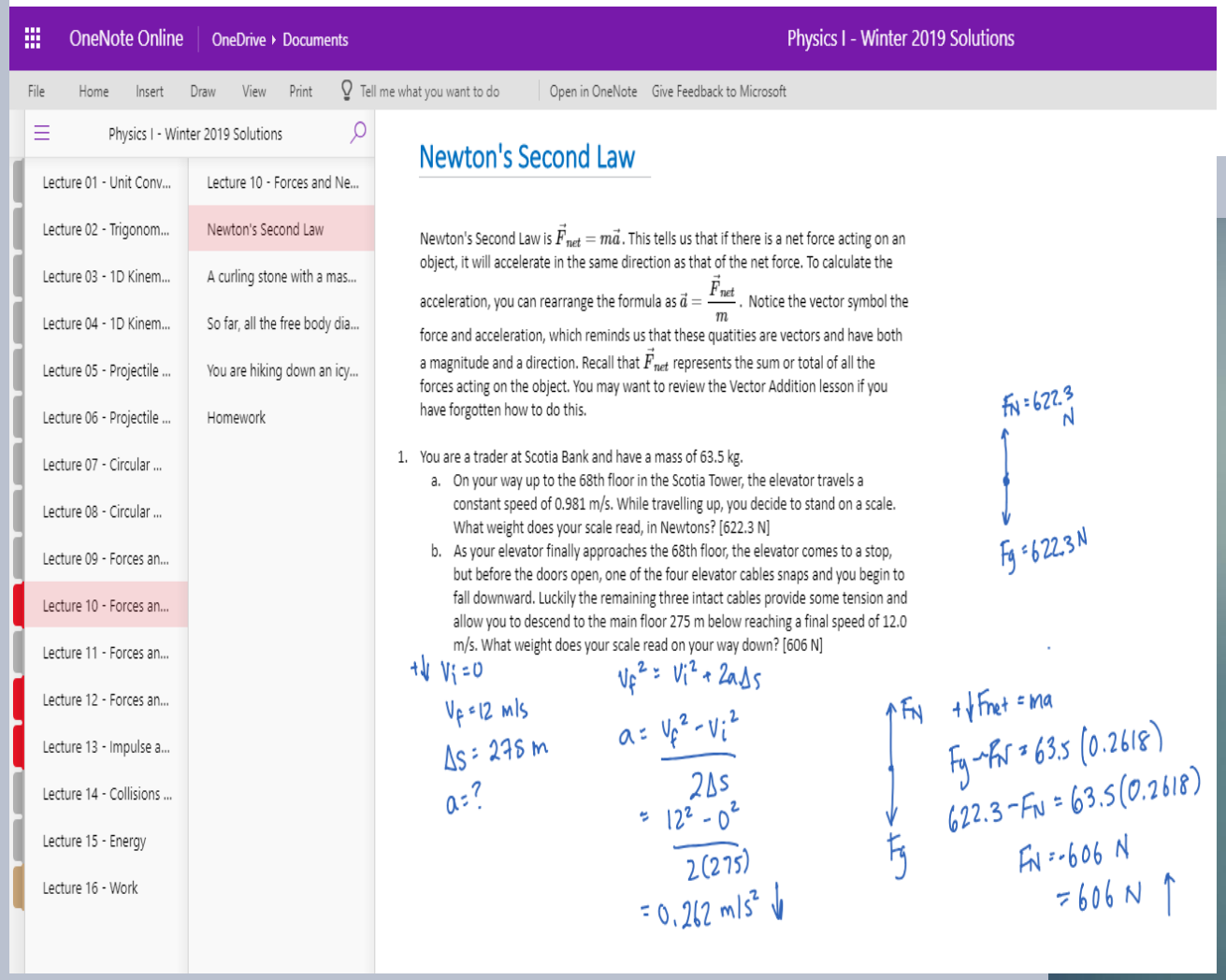
Practical Application Section 1
Exploring Student/Player Agency

Guided Study: Choice that allows students to decide their topic and work with an Instructor

Self Study*:* Independent time on the tools selected without guided instruction

Practical Application Section 1 /Agency in Online GED Classes

Example One:
The student without tools.



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Theory Section 2

Gamification and Game Environment

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Theory Section 2

Gamification and Game Environment

Gamification: An application of game like elements; leverages the natural desire for competition, achievement, and reward to make tasks more enjoyable and interactive.

Game Environment: The overall setting, context, and interactive elements that shape the player's experience.

Application Section 2
Gamifying GED Classes

Gameworld: Classroom as community

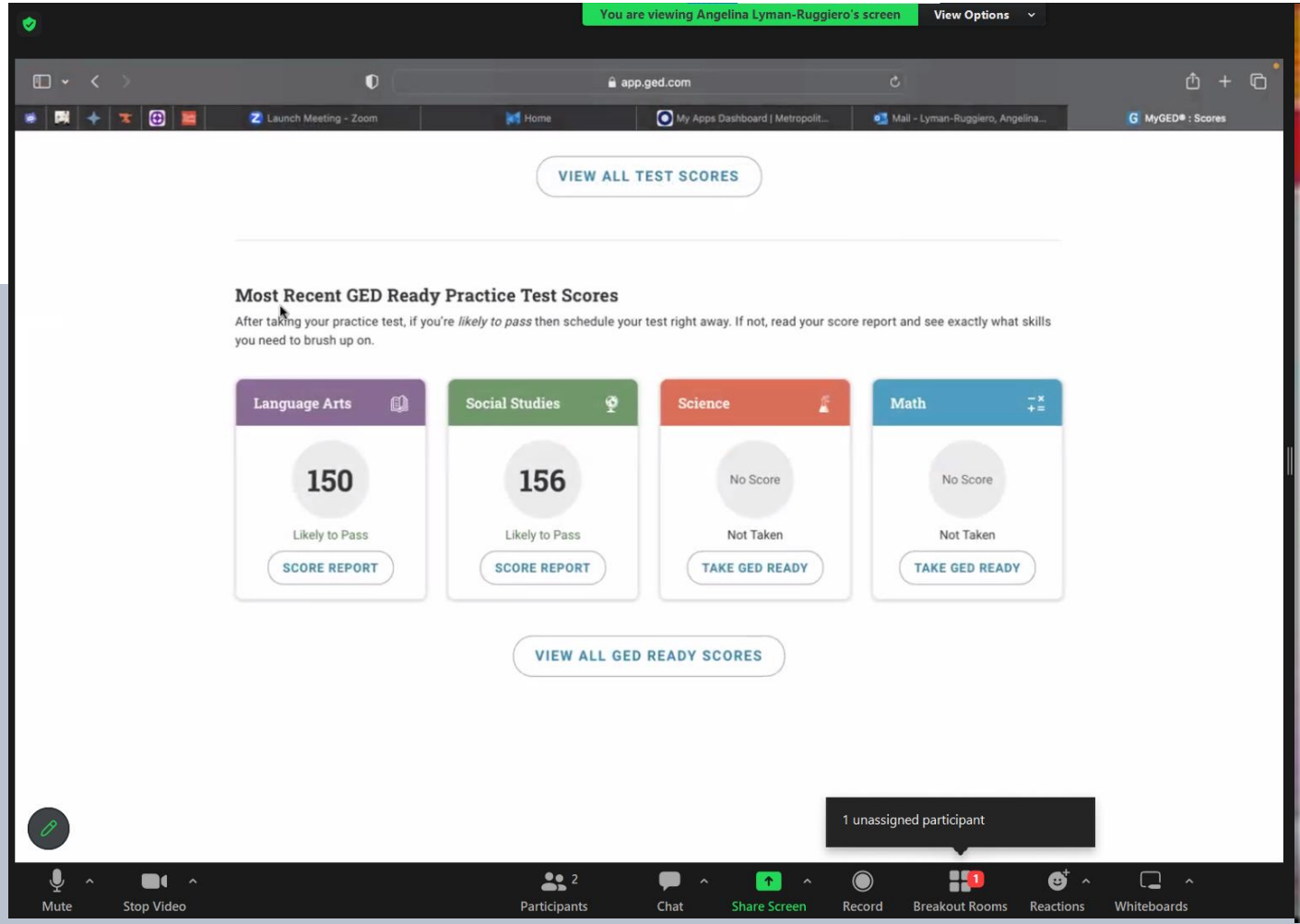
Characters: Teachers specific to student's needs. "Hey Listen"

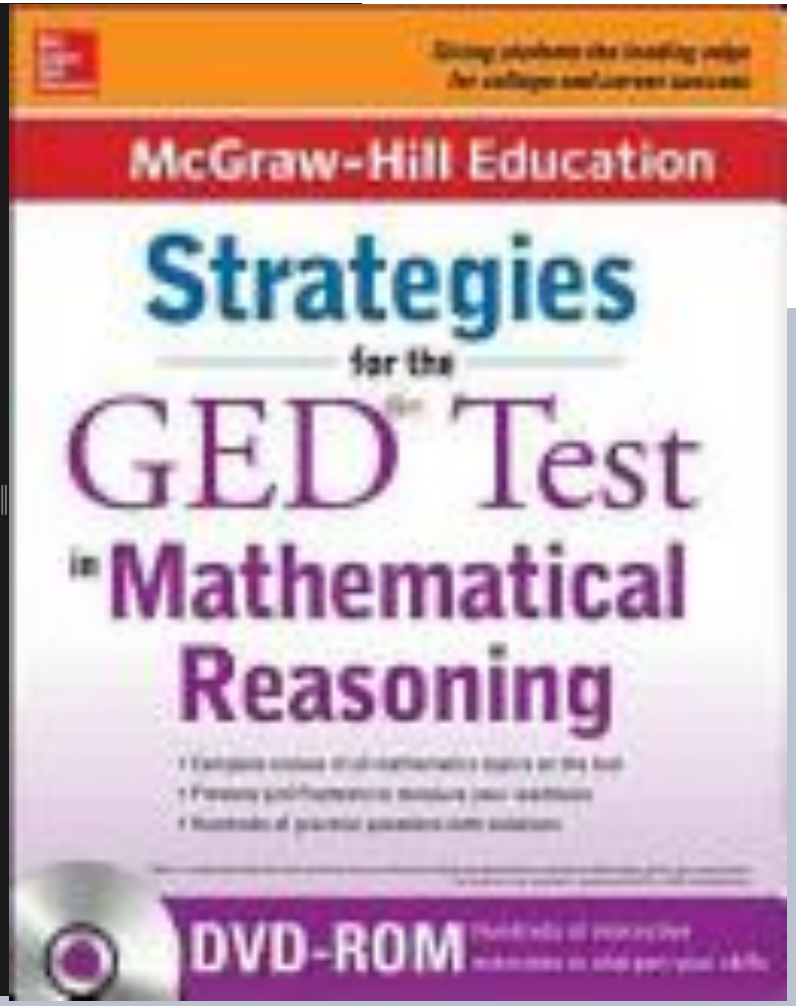
Rules: Regulation and Policy with the luxury of choice

Objectives and Challenges: Complete the GED! Is that all?

Systems: Online programs, focused study, predictability

Practical Application Section 2





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Practical Application Section 2 /Gamifying GED Classes

Student Example 2: Teaching as coaching

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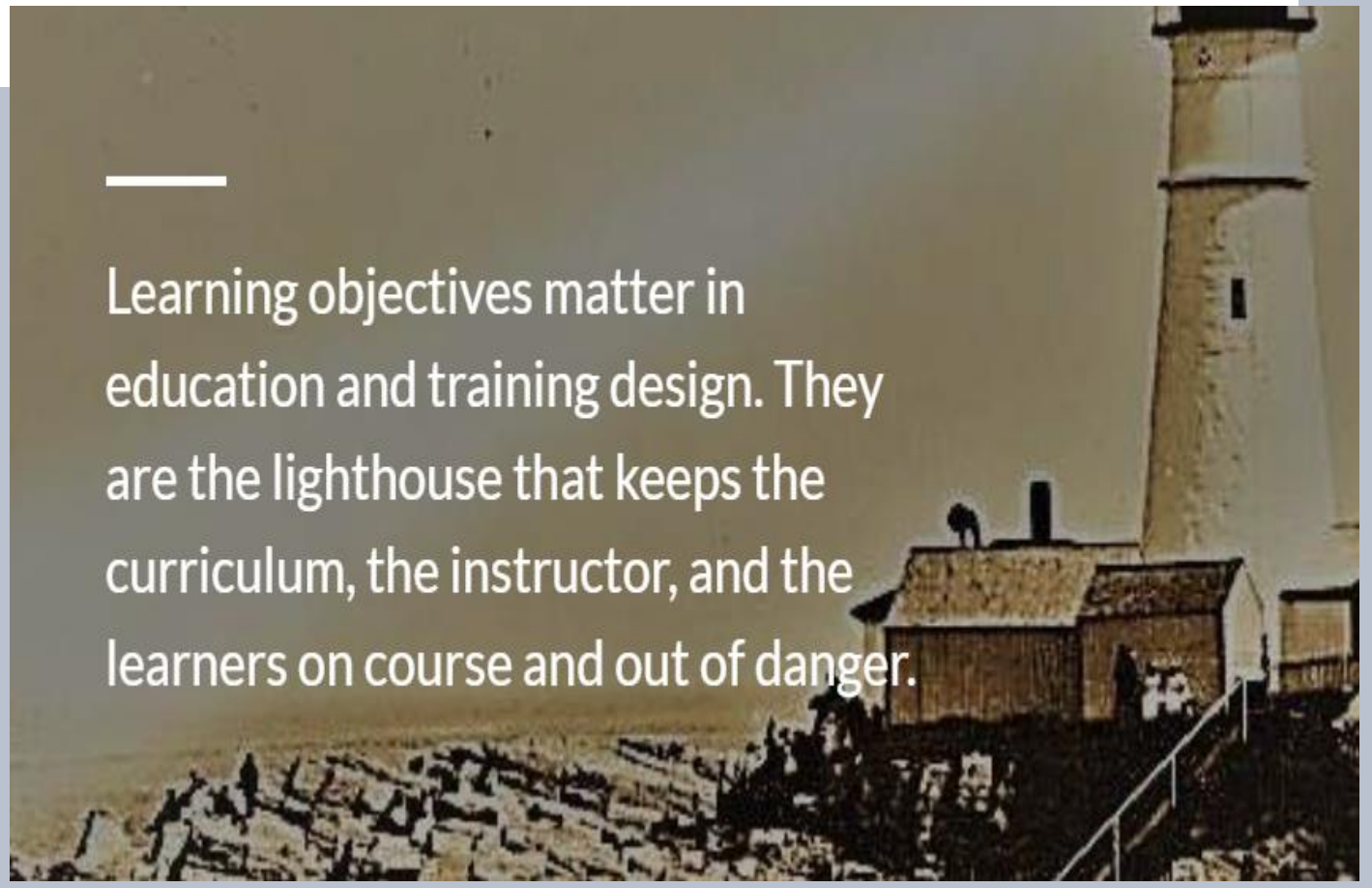

Theory Section 3

Student Progress, Retention, and Accountability

Accountability: The responsibility that individuals have for the choices they make and the consequences of those actions.

Accountability and Agency: Choices matter. Consequences of agency have good and bad results.

Accountability Tools: The mechanisms used to track, monitor and ensure feedback for accountability

Practical Application Section 3

Virtuous Cycle

1. **Student chooses to study (Agency)**
2. **Student studies (“Game World”)**
3. **Progress tracking shows improvement (Accountability)**
4. **Student encouraged (rewarded for choice)**
5. **Student chooses to continue studying (Agency)**

Practical Application Section 3

Progress Tracking: A method or system that allows the students to see how much they have progressed

Feedback Loops: Progress tracking that works on an ongoing basis rather than an overall situation

Deadlines: An accountability tool; provides immediacy

Practical Application Section 3 - The student who needs to "check in" while keeping their autonomy

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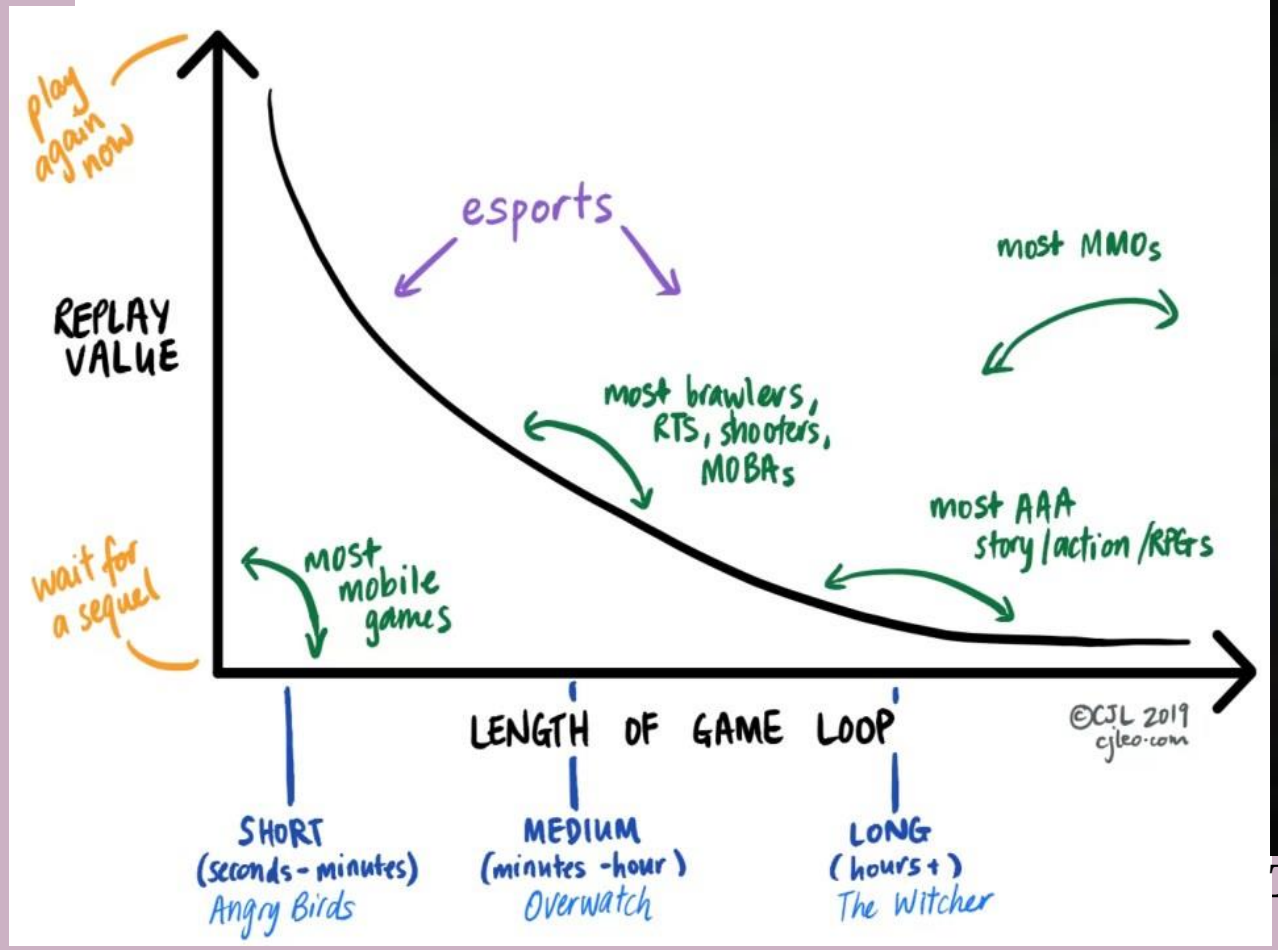
Theory Section 4
Replayability and Student Success



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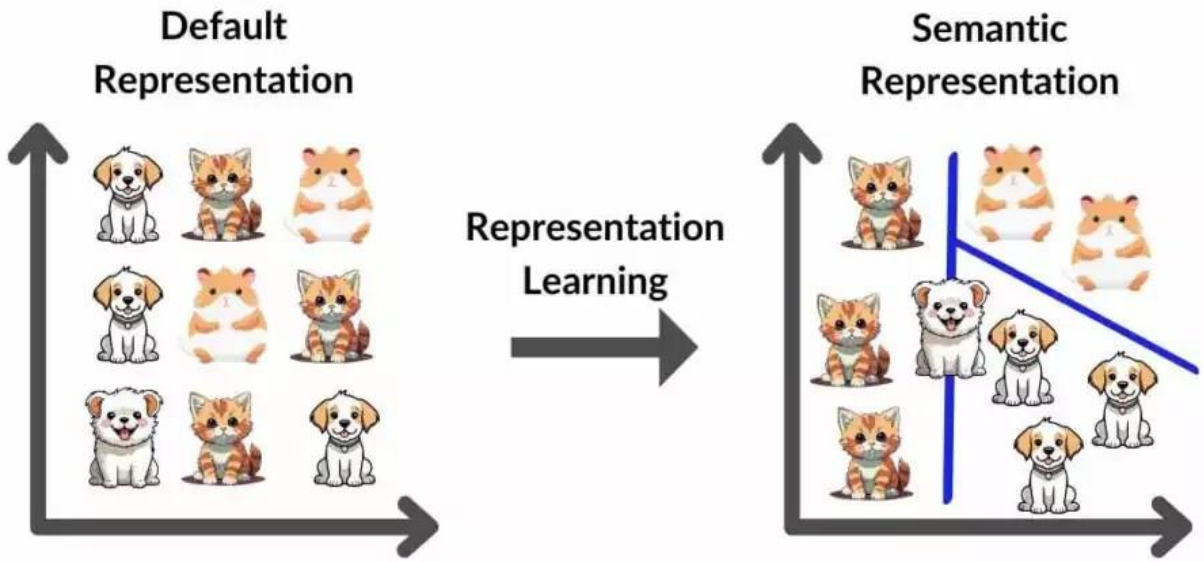
Theory Section 4
Replayability and Student Success

Replayability: the quality of a game or activity that encourages players to return multiple times

Retention: Both focus on personal autonomy, decision-making, and the consequences of choices.

Practical Application Section 4

Encouraging Mastery Through Replayability



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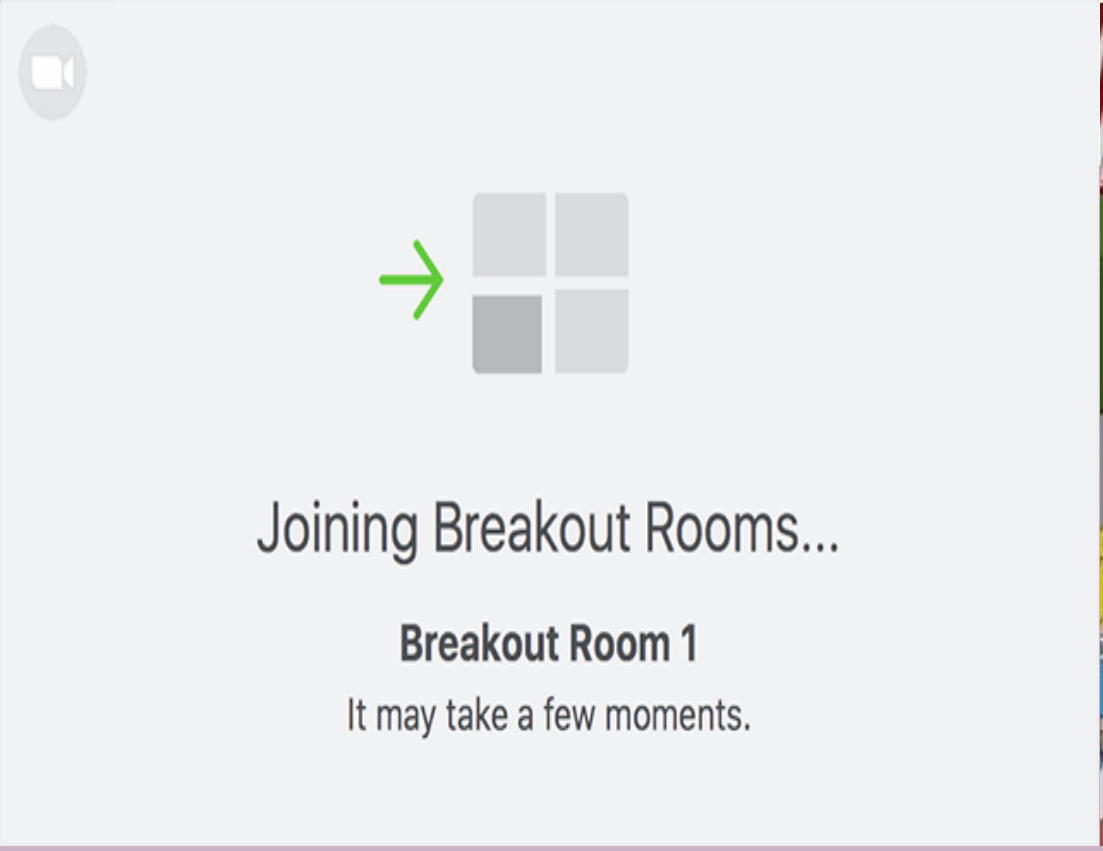
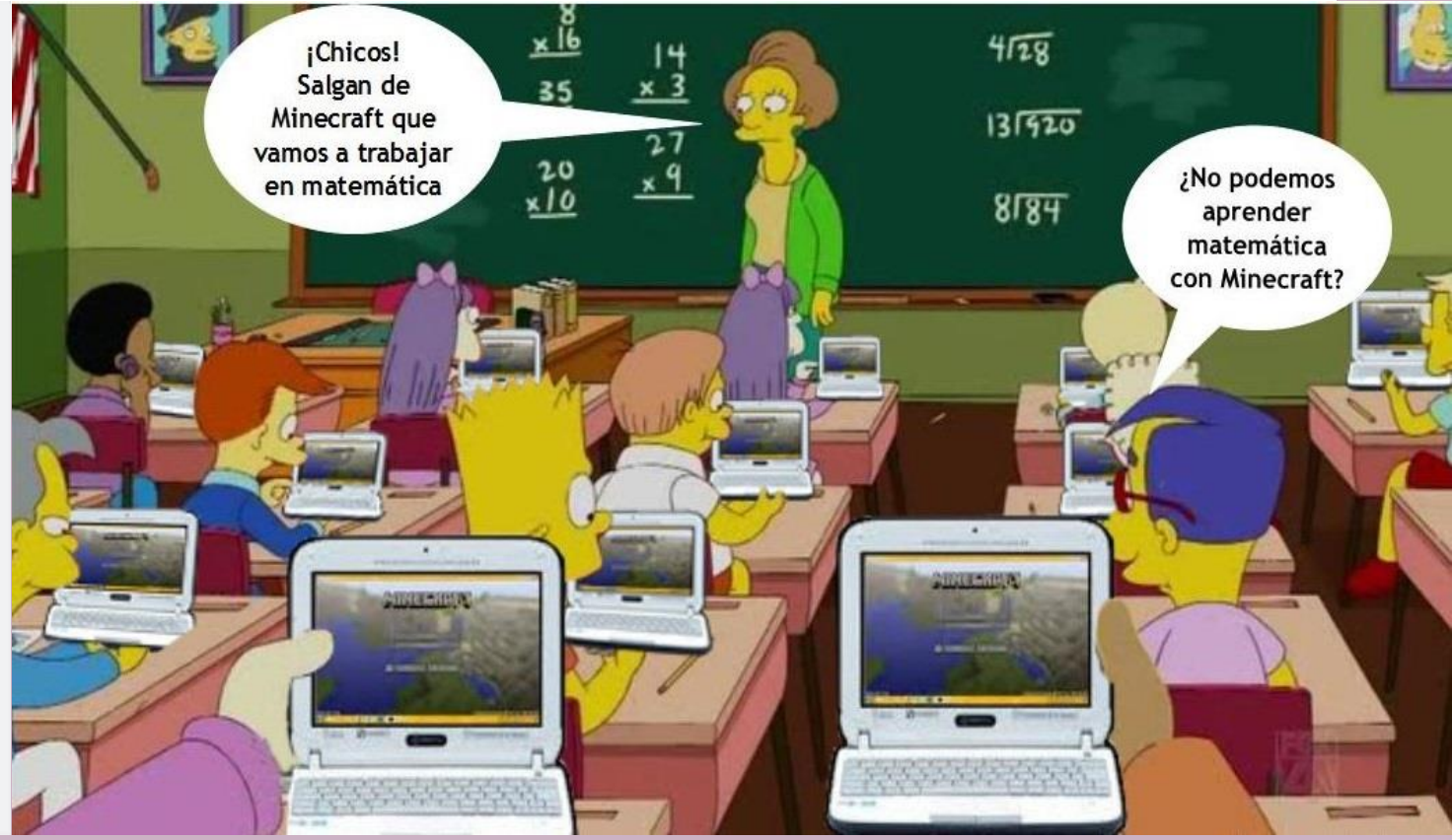
by Neri Van Otten | Dec 11, 2023 | Data Science, Natural Language Processing

CONCLUSION : The Agency Player and Their Atmosphere





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