Development Field Experience # 1: Classcraft

Description: Classcraft is an interactive gamified incentive program I use for my special needs resource room students to promote good behavior, proper social skills and academic success. Classcraft is a way to reinvent classrooms by bringing teachers, students and parents closer together. Based on the game world of warcraft, Classcraft is a free online educational role playing game that teachers and students play together in the classroom.

Impact: By using many of the characteristics found traditionally in games today, students become immersed into their character and how he or she is affected by their actions. Students can level up, work in teams and earn powers that have real world consequences. You can set up this as a positive incentive program but also take away energy and super power points for when a student is late, talks out etc. For example, Do well academically and help your teammates with their homework, and you can gain experience points that can unlock real powers like eating in class or asking a question on an exam. Show up late too many times, and you might fall in battle and need to come to detention. In Classcraft, participation is a must to survive! Adding the gamification layer to the incentive program really has improved engagement and the willingness to want to participate and do well in not only the game but school as well since they are correlated. The student have really enjoyed playing the game and their attitudes towards school have shifted tremendously. I have seen a growth in social and behavior skills within my classroom along with higher academic achievement.

Intent: The intent was to build an incentive program based around the needs and interests of my students. I have done traditional reward and incentive programs through points, tickets etc., but class crafts gamification of the incentive program has perked a whole new level of interest
from my students. The overall goal for the incentive program is to improve overall academic success, through behavior and social improvement through the world of Classcraft. Also by utilizing reports and data collected while using the game it can be a great communication tool for parents to see how their child is doing.