THE GAMIFICATION OF ADDICTION STUDIES COURSES: USING GAMES TO ENHANCE STUDENT LEARNING OUTCOMES

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Minnesota State University, Mankato
Introduction

- Presenter
- Audience
Introduction

- Minnesota State University, Mankato
- Size
- Program
Game based learning cohort

- Explanation
- Outcome
Gamification in learning: What is it?

- Instructional approach to motivate students to learn by using game elements in learning environments
- Goal is to maximize enjoyment and engagement through capturing the interest of learners and inspire them to continue learning
- Two types:
  - Structural
  - Altered content method
Gamification vs. Game based learning

- Gamification of learning does not involve students in designing or creating their own game
- Does not involve video games
- Game based learning might use programs to create their own video game or explore 3D worlds
- Gamification occurs when learning happens in a non-game context
Goals of gamification

- Learning games provides context, engagement, and the thrill of mastery
- Gamified solutions provide a mixture of engaging elements such as immediate feedback and visible signs of improvement
- Higher levels of learner motivation
- Higher levels of learner engagement

(Kapp, 2018)
Development of games in clinical counseling settings

- Intensive IOP group
- Modification to fit for educational settings
Gamification in Addiction Studies

Courses

- Goals
- Implementation
- Outcome
Goals of Gamification in Addiction Studies

- Increase connection of students in classes
- Learn content in an engaging manner
- Practice counseling skills
- Demonstrate counseling theories
- Model group skills
- Provide resources for students’ own counseling practice
Considerations for implementation of games

- Class size
- Class content
- Classroom set up
- Learning objectives of games
Implementation of Games

- Trial and error
  - Puzzle activity for theories
- Ice breakers
- Case study
Examples: The Game of “Things”

- Description
- Implementation
- Outcome
Game of things

- Things that will make you an amazing professional
- Things that help people stay healthy in their career
- Things that are hard about treating clients with addiction
- Things that help addiction
- Things that make addiction worse
- Things you shouldn’t say to a client in the first session
- Things that make a counselor burn out in the field
- Things that tell you your counseling session is going downhill
- Things you wish could be different about the way we treat addiction
Example: Drug Education Bingo

- Description
- Implementation
- Outcome
# Icebreaker Bingo

<table>
<thead>
<tr>
<th>B</th>
<th>I</th>
<th>N</th>
<th>G</th>
<th>O</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can name a celebrity who has gone to rehab</td>
<td>Knows how many steps are in AA</td>
<td>Is tobacco free</td>
<td>Can sing a song referencing some sort of drug use</td>
<td>Can name 4 nicknames of marijuana</td>
</tr>
<tr>
<td>Was a D.A.R.E officer</td>
<td>Drinks coffee every morning</td>
<td>Takes some sort of vitamin supplement</td>
<td>Has been prescribed pain medication</td>
<td>Smokes e-cigarettes</td>
</tr>
<tr>
<td>Can name three brands of beer</td>
<td>Has seen a television show depicting drug use</td>
<td><strong>FREE</strong></td>
<td>Can name two brands of cigarettes</td>
<td>Knows how many states have legalized marijuana (recreational use)</td>
</tr>
<tr>
<td>Can name James Bond’s drink of choice</td>
<td>Can name the country that has decriminalized all drugs</td>
<td>Can sing a hip hop song about alcohol use</td>
<td>Has watched at least one episode of Breaking Bad</td>
<td>Is alcohol free</td>
</tr>
<tr>
<td>Has taken a supplement for sleep</td>
<td>Can name the psychoactive component of marijuana</td>
<td>Knows someone who is an addict</td>
<td>Can name a celebrity who died from an overdose</td>
<td>Thinks all drugs should be legal</td>
</tr>
</tbody>
</table>

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Example: Drug Education Taboo

- Description
- Implementation
- Outcome
<table>
<thead>
<tr>
<th>Vape</th>
<th>Nicotine</th>
<th>Tobacco</th>
</tr>
</thead>
<tbody>
<tr>
<td>E-Cigarettes</td>
<td>Cigarette</td>
<td>Cancer</td>
</tr>
<tr>
<td>Vapor</td>
<td>Cigar</td>
<td>Snuff</td>
</tr>
<tr>
<td>Smoke</td>
<td>Tobacco</td>
<td>Cigarette</td>
</tr>
<tr>
<td>Vaporizer</td>
<td>Smoking</td>
<td>Nicotine</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Drug</th>
<th>Narcotic</th>
<th>Depressant</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medication</td>
<td>Drug</td>
<td>Alcohol</td>
</tr>
<tr>
<td>Dope</td>
<td>Opiate</td>
<td>Downer</td>
</tr>
<tr>
<td>Medicine</td>
<td>Depressant</td>
<td>Sedative</td>
</tr>
<tr>
<td>Narcotic</td>
<td>Cocaine</td>
<td>Medication</td>
</tr>
<tr>
<td>Alcohol</td>
<td>Cocaine</td>
<td>LSD</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------</td>
<td>--------------</td>
</tr>
<tr>
<td>Beer</td>
<td>Crack</td>
<td>Trip</td>
</tr>
<tr>
<td>Wine</td>
<td>Powder</td>
<td>Acid</td>
</tr>
<tr>
<td>Booze</td>
<td>Coke</td>
<td>Hallucinogen</td>
</tr>
<tr>
<td>Liquor</td>
<td>White</td>
<td>Hippy</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Meth</th>
<th>Steroid</th>
<th>Marijuana</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lab</td>
<td>Roid</td>
<td>Weed</td>
</tr>
<tr>
<td>Breaking bad</td>
<td>Juice</td>
<td>Pot</td>
</tr>
<tr>
<td>Crystal</td>
<td>Muscles</td>
<td>Colorado</td>
</tr>
<tr>
<td>Ice</td>
<td>Weight lifter</td>
<td>Blunt</td>
</tr>
</tbody>
</table>
Example: "Better me" board game

- Description
- Implementation
- Outcome
Better me game example cards

- What is something in your life that you could eliminate to make space for something more fulfilling? How could you do this? Receive 1 point for drawing this card and sharing. Any player may receive one additional point for committing to eliminating something from their life.
■ What work or accomplishment has been particularly meaningful or fulfilling for you? Why? 1 point for drawing this card and sharing.

■ Music is a powerful tool we can use to help manage our mood. How and when do you listen to music, and how does it affect you? One point for drawing this card and sharing.

■ Have you ever been a hero, saving someone from injury or death? Has anyone ever helped you in this way?
Example: Role plays

- Description
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- Outcome
The future of game based interventions

- Virtual reality in teaching counseling skills
- Full class period role plays
- Challenges to game based learning
In summary

- Games help students connect with one another
- Games help students learn content in a hands on manner
- Games help students stay engaged with the content
- Games help increase student creativity
- Games make learning fun for the student and instructor!
Questions?
Contact information

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