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MOBILE LEARNING ASSOCIATION OF MALAYSIA

# USING TECHNOLOGY TO ENGAGE & GAMIFY LEARNING WORKSHOP

13 October 2016

8:30 am - 4:30 pm

Computer Lab, Level 2,  Perpustakaan Lingkungan Ke-2, Universiti Kebangsaan Malaysia 43600 UKM Bangi, Selangor
GPS: 2.919248, 101.768927

Trainer: Mr. Zaid Ali Alsagoff (Founder & CEO AQL Learning Innovation Consultancy)

Closing Date: **10 October 2016**

Zaid Ali Alsagoff is a **Learning Innovation Specialist** with over 15 years' experience in tertiary and corporate education. In 2013 and 2014, he was ranked among the Top Ten most influential people in the corporate e-learning sector for the Asia-Pacific region (Bob Little Press & Public Relations).

He has done research, given talks and facilitated workshops in several key areas, including Open Educational Resources (OER), Massive Open Online Courses (MOOCs), social media, gamification, flipped classroom and instructional design. He is most known for his blog ZaidLearn and presentations on SlideShare, which have been viewed by people from over 200 countries.

Since 2014, he has been intensively exploring the world beyond e-learning with a passionate interest in understanding how the brain learns, and how we can improve our ability to learn (how-learn), remember, think and innovate.

He has also been an AKEPT trainer, member of the National e-Learning and MOOC Committees (under KPM) in Malaysia, and is a certified HRDF trainer.

**Zaid Ali Alsagoff**
**Founder & CEO**
**AQL Learning**
**Innovation**
**Consultancy**

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Twitter : http://twitter.com/zaidlearn
SlideShare: http://www.slideshare.net/zaid

## USING TECHNOLOGY TO ENGAGE & GAMIFY LEARNING WORKSHOP

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|---|---|
| **Date** | 13 October 2016 |
| **Venue** | Computer Lab, Level 2, Perpustakaan Lingkungan Ke-2, Universiti Kebangsaan Malaysia 43600 UKM Bangi, Selangor |
| **Workshop Description** | In this 1-day hands-on workshop, we will explore how we can use technology to engage and gamify using various methods and online tools. We will actively look at how we can transform learning experiences using 'Gamification' and 'Game Mechanics'. Then we will explore how we can use interactive online tools to engage learners during learning sessions. Participants will be engaged throughout the workshop with learning activities. It will be fun, engaging, and participants will get a taste of how they can use technology and gamification to transform the way they facilitate learning. |
| **Learning Outcomes** | At the end of this workshop, the participants will be able to:<br>• Discuss how the brain learns.<br>• Apply gamification and game mechanics to the learning environment;<br>• Design engaging and gamified learning experiences; and<br>• Use interactive online tools to engage and assess learners during learning sessions. |
| **Target Audience** | • Teachers<br>• Academics<br>• Trainers<br>• Instructional Designers |
| **Requirements** | ***Training Room***<br>• Good Wi-Fi<br>• LCD projector<br>• Whiteboard or Flipchart (for each table)<br>• Organisation of space: round tables (5 - 7 per table)<br>***Participants***<br>• Notebook (for each participant)<br>• Smartphone or Tablet (for each participants) |
| **Materials Provided** | • Presentation slides<br>• Web Resources<br>Made available on ZaidLearn 2-3 days before the workshop: http://zaidlearn.blogspot.com/ |

# WORKSHOP PROGRAMME

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|---|---|---|
| Date | : | **13 October 2016** |
| Time | : | **8:30 am - 4:30 pm** |
| Venue | : | **Computer Lab, Level 2, Perpustakaan Lingkungan Ke-2, Universiti Kebangsaan Malaysia 43600 UKM Bangi, Selangor** |

| DURATION | TIME | AGENDA |
|---|---|---|
| 30 min | 08:30 - 09:00 | **REGISTRATION** |
| 15 min | 09:00 – 09:15 | **WARM UP**<br>*Brain Energizing Activity.* |
| 30 min | 09:15 – 09:45 | **LEARNING**<br>*Understanding how the brain learns.* |
| 45 min | 09:45 – 10:30 | **LEARNING DESIGN**<br>*Designing effective learning experiences using 'Gagne's 9 Events of Instruction.'* |
| 30 min | 10:30 – 11:00 | **TEA BREAK** |
| 90 min | 11:00 – 12:30 | **GAMIFICATION**<br>*Introducing 'Gamification', 'Game Mechanics', and how to design gamified learning experiences using the 'C$^2$S$^2$C' method.* |
| 90 min | 12:30 – 14:00 | **LUNCH & PRAYERS** |
| 30 min | 14:00 – 14:30 | **TOOLS**<br>*Exploring various online tools that we can use to engage, gamify and assess students.* |
| 60 min | 14:30 – 15:30 | **GROUP WORK**<br>*Divided into groups to design gamified learning experiences.* |
| 15 min | 15:30 – 15:45 | **TEA BREAK** |
| 45 min | 15:45 – 16:30 | **GROUP PRESENTATION & FEEDBACK**<br>*Participants present their group work output followed by feedback and discussion.* |
| 30 min | 16:30 – 17:00 | ***Q&A*** |
| **End** | **17:00** | |

**Registration:** Visit link or Scan the QR Code

http://bit.ly/2cxhZgr



http://bit.ly/2cxhZgr

**Secretariat Mobile Learning Association of Malaysia:**
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