Inclusive Design

Rise Redesign for Structural Gamification Storyboard

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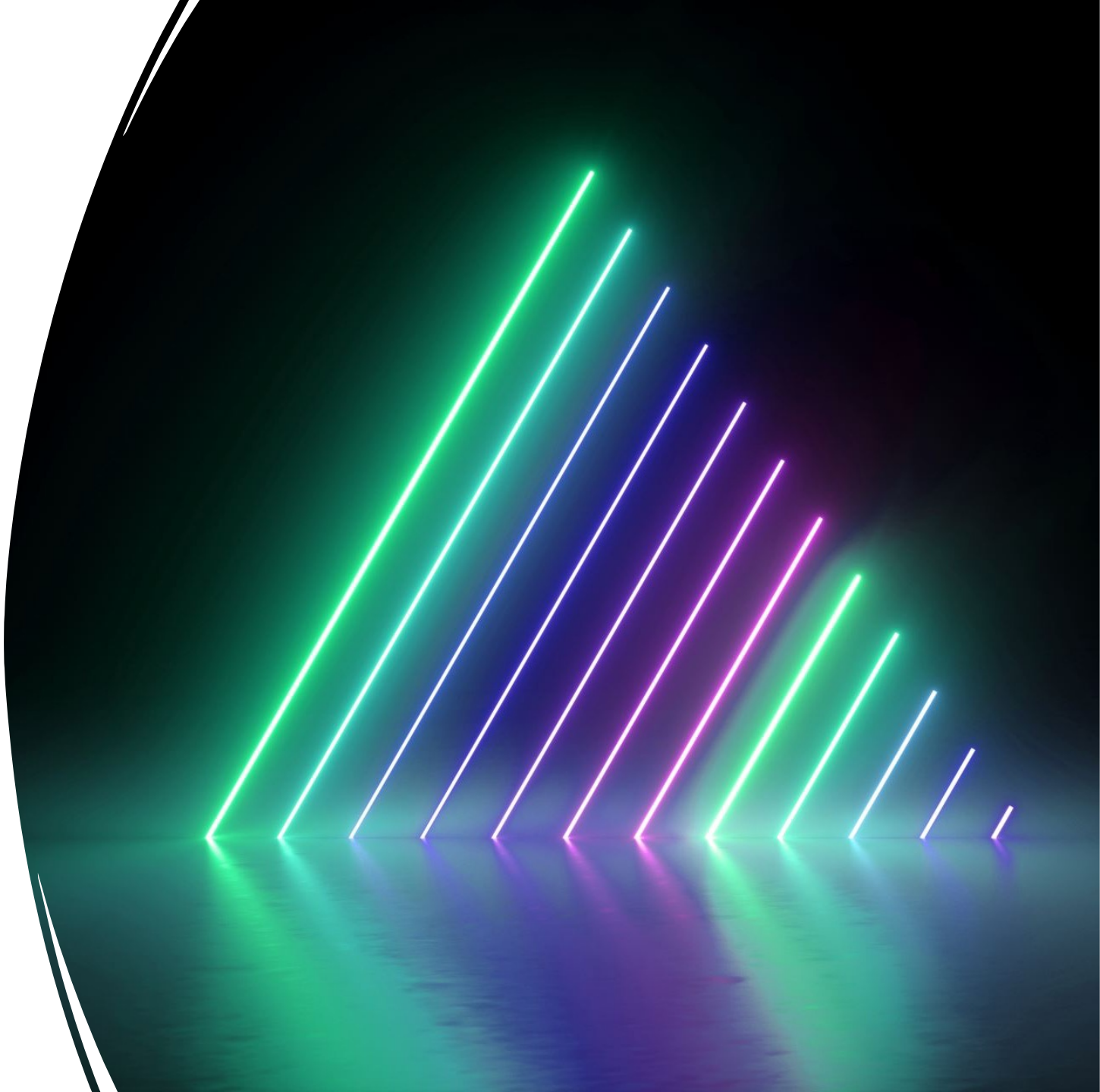
EDFOUND 727

April 3, 2023



Challenges

- This takes place immediately after the interdiction section.
- Practice challenge
  - Instructional Designer quiz
    - Arrange the steps of this well-known instructional design project cycle. (Drag and Drop Interactive Storyline Block)
    - Badge: Instructional Design Veteran
- Prior-Knowledge Challenge
  - UDL
    - Provide learners with a pre-test. If they get 100%, they can skip that section.
    - Badge: Universal Design Sage
  - Privacy
    - Provide learners with a pre-test. If they get 100%, they can skip that section.
    - Badge: Privacy Sage
  - Cultural Competency
    - Provide learners with a pre-test. If they get 100%, they can skip that section.
    - Badge: Cultural Competency Sage
  - All 3
    - Learners can test out of all 3 with scores of 100%, but they must still do the conclusion section.
    - Badge: Inclusive Design Chosen One
  - If any are failed, they must do those sections, but they get a consolation prize badge.
    - Badge: I tried.

Visual Description or Sketch

Script

- Welcome to the practice challenge!
- Complete the challenge to earn a badge!

Interaction, animation, branching, etc:

Animated text

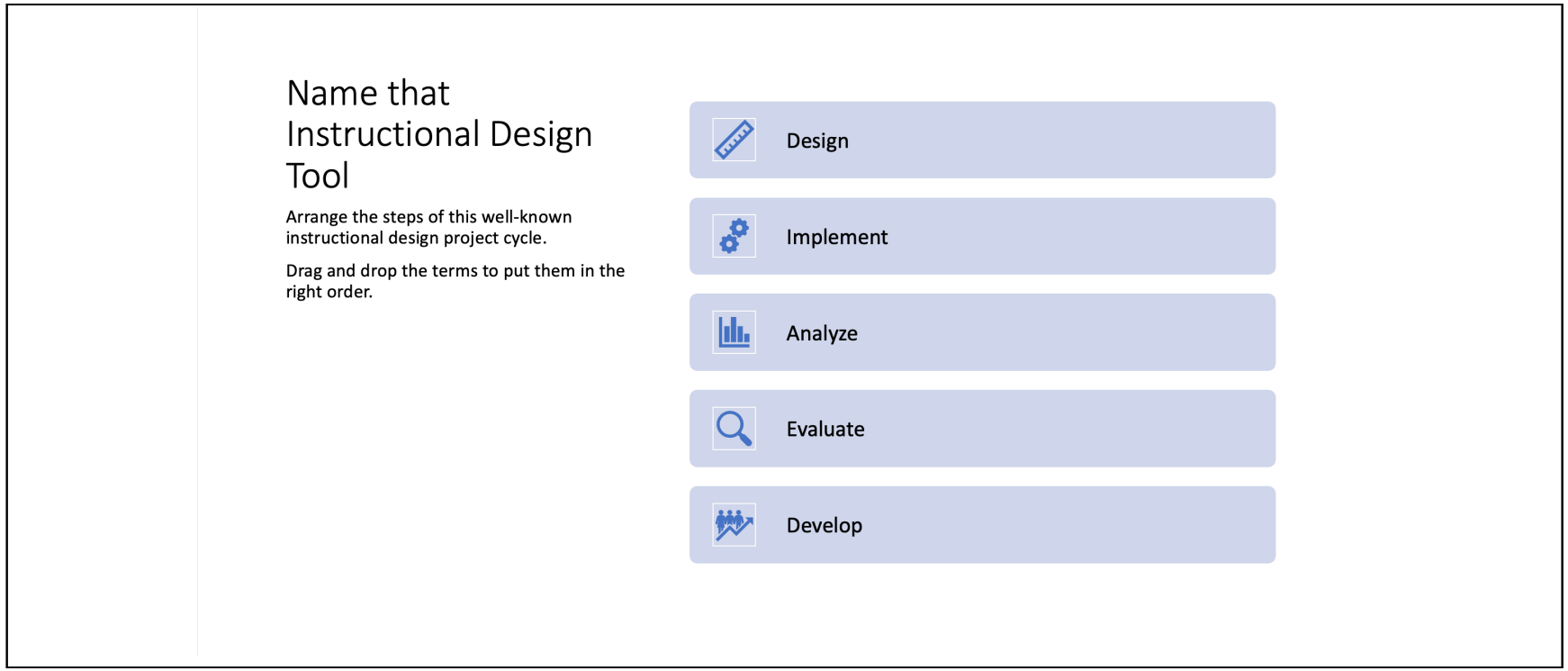
Additional Notes:

This module will be created in Articulate Storyline and embedded into the existing Rise eLearning.

Challenges

- Practice challenge
  - Instructional Designer timed quiz
    - Arrange the steps of this well-known instructional design project cycle. (Drag and Drop Interactive Storyline Block)
    - Badge: Instructional Design Veteran

Visual Description or Sketch



Script

- Name that Instructional Design Tool
- Arrange the steps of this well-known instructional design project cycle.
- Drag and drop the terms to put them in the right order.

Interaction, animation, branching, etc:

Embedded Storyline block drag and drop interaction. Learner drags the items into the correct order to spell ADDIE.

Additional Notes:

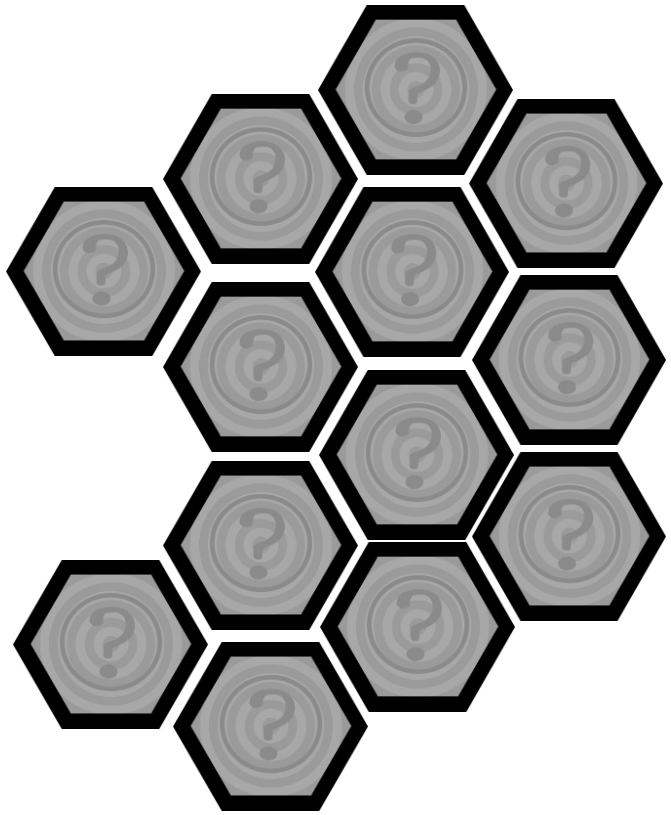
This module will be created in Articulate Storyline and embedded into the existing Rise eLearning.

Earns a badge for learning how the badge system works: Instructional Design Veteran.

Challenge Complete!

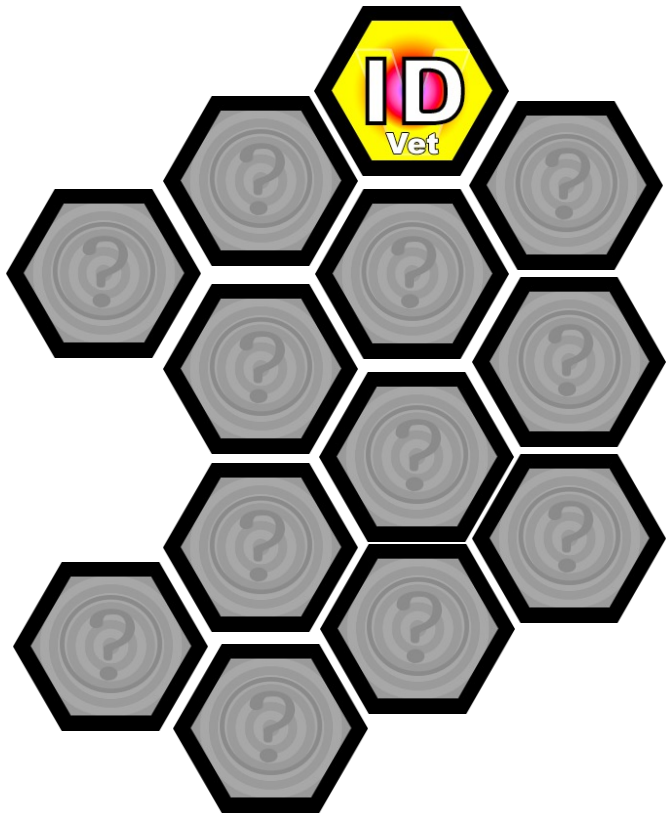
You've earned a badge!

Instructional Design Veteran



This is what the badge page looks like with only placeholders

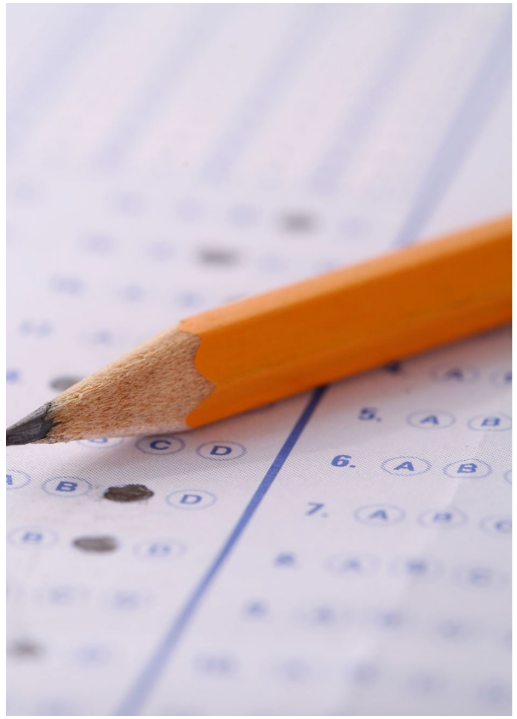
Earned Badges



Earned Badges

Inclusive Design – Gamification Addon/Prior-knowledge challenge selection page

Visual Description or Sketch



Test your skills!

- Take one (or all) prior knowledge skills tests to see what you know.
- Earning 100% on a test allows you to skip that module!

Universal Design Prior-knowledge challenge

Privacy Prior-knowledge challenge

Cultural Competency Prior-knowledge challenge

I don't want to take a Prior-knowledge challenge

Script

- Test your skills!

Take one (or all) prior knowledge skills tests to see what you know.

Earning 100% on a test allows you to skip that module!

Interaction, animation, branching, etc:

Button links anchored to specific prior-knowledge exams, or to the beginning of the lesson.

Additional Notes:

This module will be created in Articulate Storyline and embedded into the existing Rise eLearning.

Earns a badge for passing or failing any, all or none of the prior-knowledge challenges.

Universal Design

Prior-Knowledge Challenge

Challenges

- Prior-Knowledge Challenge
  - UDL
    - Provide learners with a pre-test with all the questions in the UDL Module. If they get 100%, they can skip that section.
    - Badge: Universal Design Sage
  - If any are failed, they must do those sections, but they get a consolation prize badge.
    - Badge: I tried.

Challenge Complete!

You've earned a badge!

Universal Design Sage

Privacy

Prior-Knowledge Challenge

Challenges

- Prior-Knowledge Challenge
  - Privacy
    - Provide learners with a pre-test with all the questions in the Privacy Module. If they get 100%, they can skip that section.
    - Badge: Privacy Sage
  - If any are failed, they must do those sections, but they get a consolation prize badge.
    - Badge: I tried.

Challenge Complete!

You've earned a badge!

Privacy Design Sage

Cultural Competency

Prior-Knowledge Challenge

Challenges

- Prior-Knowledge Challenge
  - Cultural Competency
    - Provide learners with a pre-test with all the questions in the Cultural Competency Module. If they get 100%, they can skip that section.
    - Badge: Cultural Competency Sage
  - If any are failed, they must do those sections, but they get a consolation prize badge.
    - Badge: I tried.

Challenge Complete!

You've earned a badge!

Cultural Sage

You've earned a badge!

Inclusive Chosen One

You've earned a badge!

Good try!

Challenges

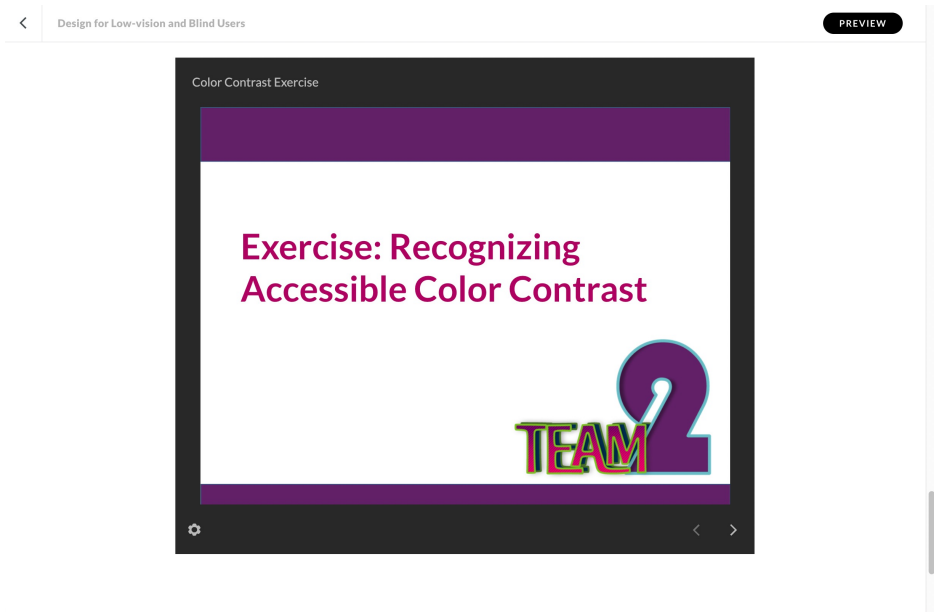
- These take place at the end of every module and at the end of the course before the conclusion section.
- Concept Challenges
  - UDL challenge “Is this Accessible?”
    - Gamify the Storyline block that’s already embedded into the UDL module.
    - Badges: 100%: Universal Design Grand Master, 70%-99%: Universal Design Master
  - Privacy challenge “Practical Privacy”
    - Gamify the interactive module already at the end of the Privacy Module
    - Badges: 100%: Privacy Grand Master, 70%-99%: Privacy Master
  - Cultural Competency challenge “Recap Rally”
    - Move 5 of the knowledge check questions to the end of the Cultural Competency Module and gamify
    - Quiz: Given an example, match it to a Cultural concept, multiple choice (Quiz)
    - Badges: 100%: Culturally Competent Grand Master, 70%-99%: Culturally Competent Master
  - End of course challenge “Final Challenge”
    - Uses the quiz already present at the end of the course as a challenge
    - Quiz: 9 questions, 3 from each module. (Quiz)
    - Badges: 100%: Challenge Grand Master, 70%-99%: Challenge Master

Is this Accessible?

Learning Challenge

Inclusive Design – Gamification Addon/Is this Accessible?

Visual Description or Sketch



Script

- Keep previous narration

Interaction, animation, branching, etc:

The UDL Module will gamify the embedded Storyline scenario block in the module.

Additional Notes:

Earns either badge UDL Master for 70%-99% or Grand Master for 100%

Challenge Complete!

You've earned a badge!

Universal Design Grand Master

You've earned a badge!

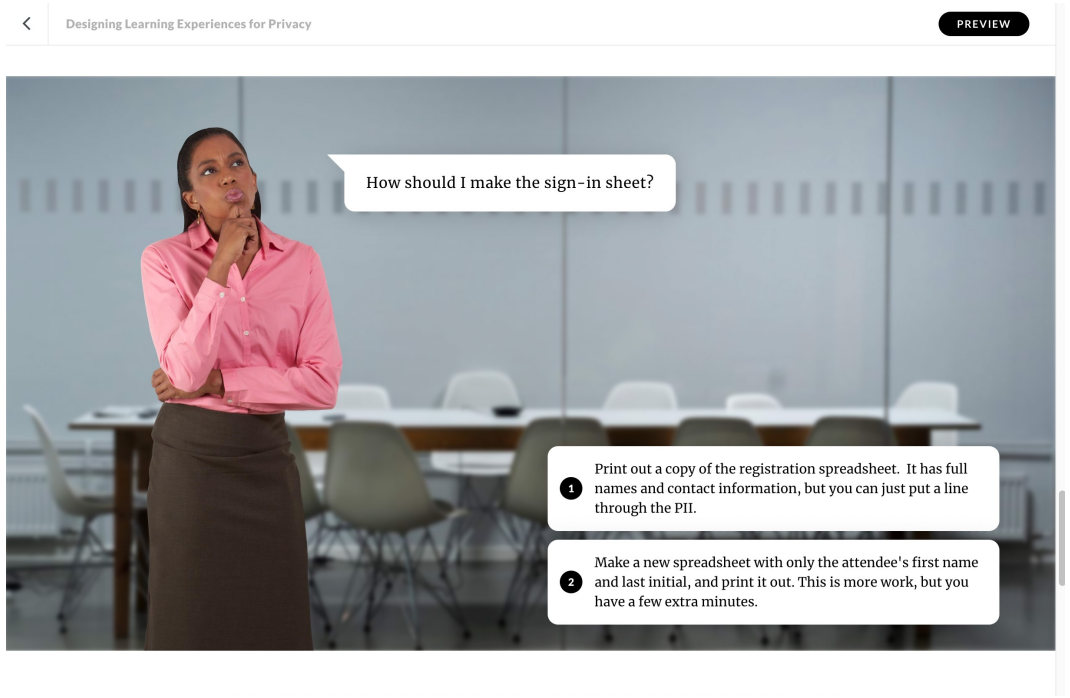
Universal Design Master

Practical Privacy

Learning Challenge

Inclusive Design – Gamification Addon/Practical Privacy

Visual Description or Sketch



Script

- Keep previous narration

Interaction, animation, branching, etc:

The Privacy Module will gamify the end of the module scenario.

Additional Notes:

Earns either badge Privacy Master for 70%-99% or Grand Master for 100%

Challenge Complete!

You've earned a badge!

Privacy Grand Master

You've earned a badge!

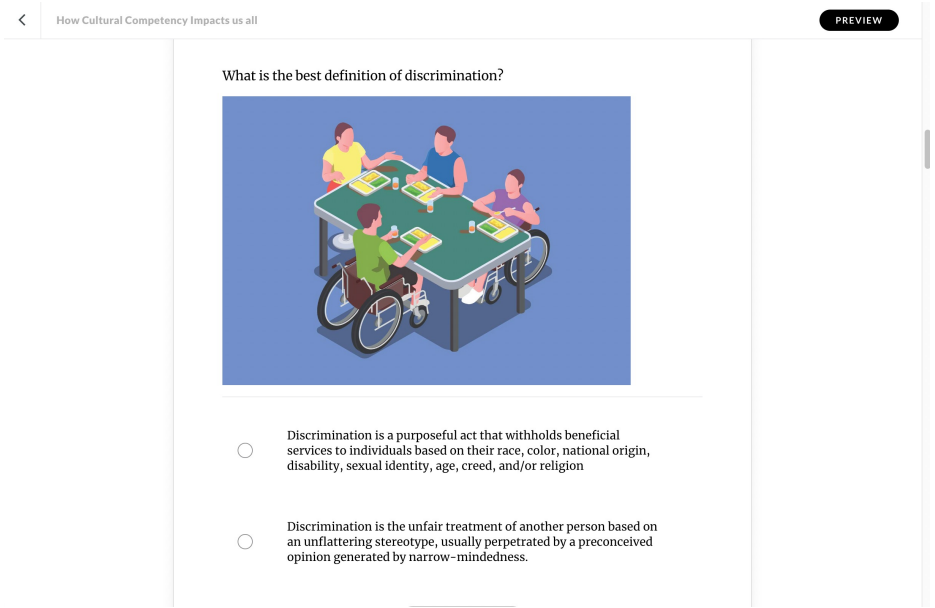
Privacy Master

Recap Rally

learning Challenge

Inclusive Design – Gamification Addon/Recap Rally

Visual Description or Sketch



Script

- Keep previous narration

Interaction, animation, branching, etc:

Cultural Competency Module will have 5 questions moved from different parts of the module to the end for a module review quiz.

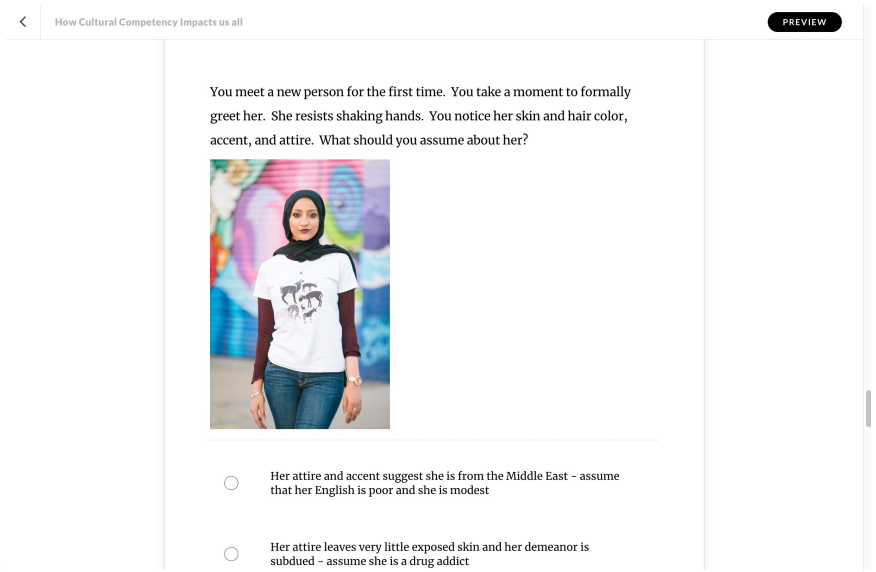
Question 1: What is the best definition of discrimination?

Additional Notes:

Earns either badge Cultural Master for 70%-99% or Grand Master for 100%

Inclusive Design – Gamification Addon/Recap Rally

Visual Description or Sketch



Script

- Keep previous narration

Interaction, animation, branching, etc:

Cultural Competency Module will have 5 questions moved from different parts of the module to the end for a module review quiz.

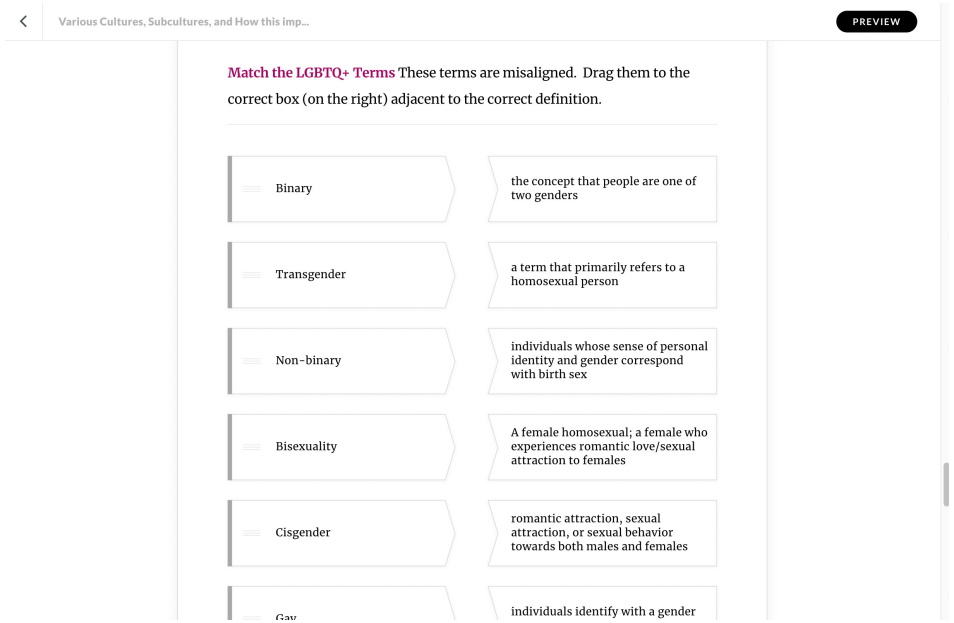
Question 2: You meet a new person for the first time. You take a moment to formally greet her. She resists shaking hands. You notice her skin and hair color, accent, and attire. What should you assume about her?

Additional Notes:

Earns either badge Cultural Master for 70%-99% or Grand Master for 100%

Inclusive Design – Gamification Addon/Recap Rally

Visual Description or Sketch



Script

- Keep previous narration

Interaction, animation, branching, etc:

Cultural Competency Module will have 5 questions moved from different parts of the module to the end for a module review quiz.

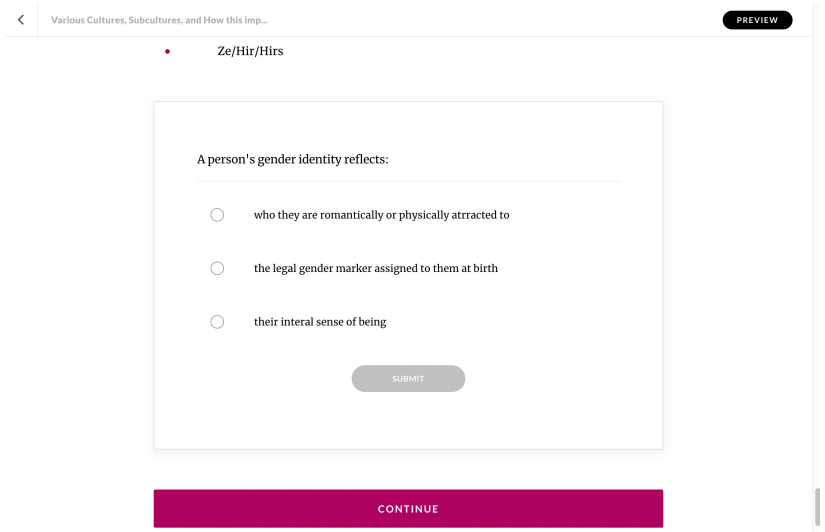
Question 3: These terms are misaligned. Drag them to the correct box (on the right) adjacent to the correct definition.

Additional Notes:

Earns either badge Cultural Master for 70%-99% or Grand Master for 100%

Inclusive Design – Gamification Addon/Recap Rally

Visual Description or Sketch



Script

- Keep previous narration

Interaction, animation, branching, etc:

Cultural Competency Module will have 5 questions moved from different parts of the module to the end for a module review quiz.

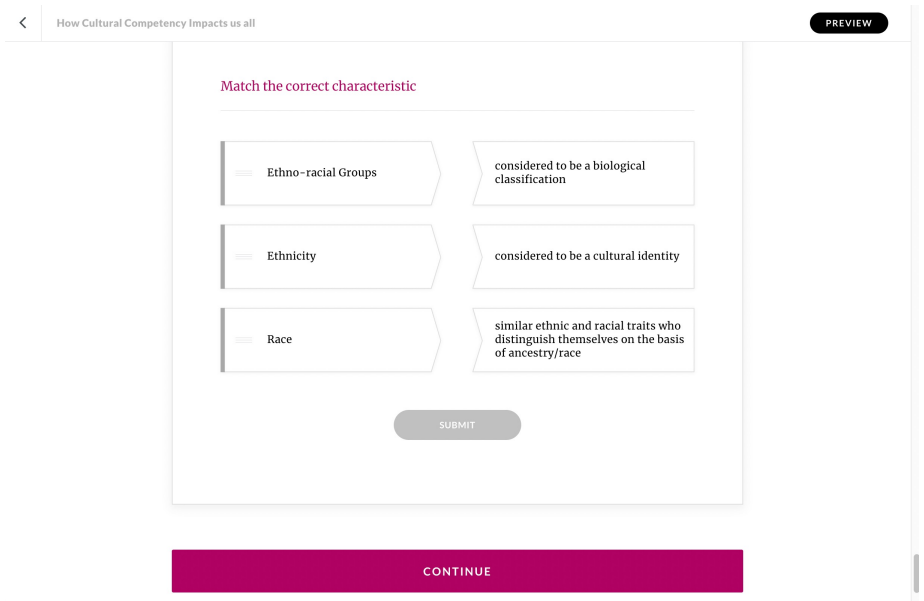
Question 4: A person's gender identity reflects:

Additional Notes:

Earns either badge Cultural Master for 70%-99% or Grand Master for 100%

Inclusive Design – Gamification Addon/Recap Rally

Visual Description or Sketch



Script

- Keep previous narration

Interaction, animation, branching, etc:

Cultural Competency Module will have 5 questions moved from different parts of the module to the end for a module review quiz.

Question 5: Match the correct characteristic

Additional Notes:

Earns either badge Cultural Master for 70%-99% or Grand Master for 100%

Challenge Complete!

You've earned a badge!

Cultural Grand Master

You've earned a badge!

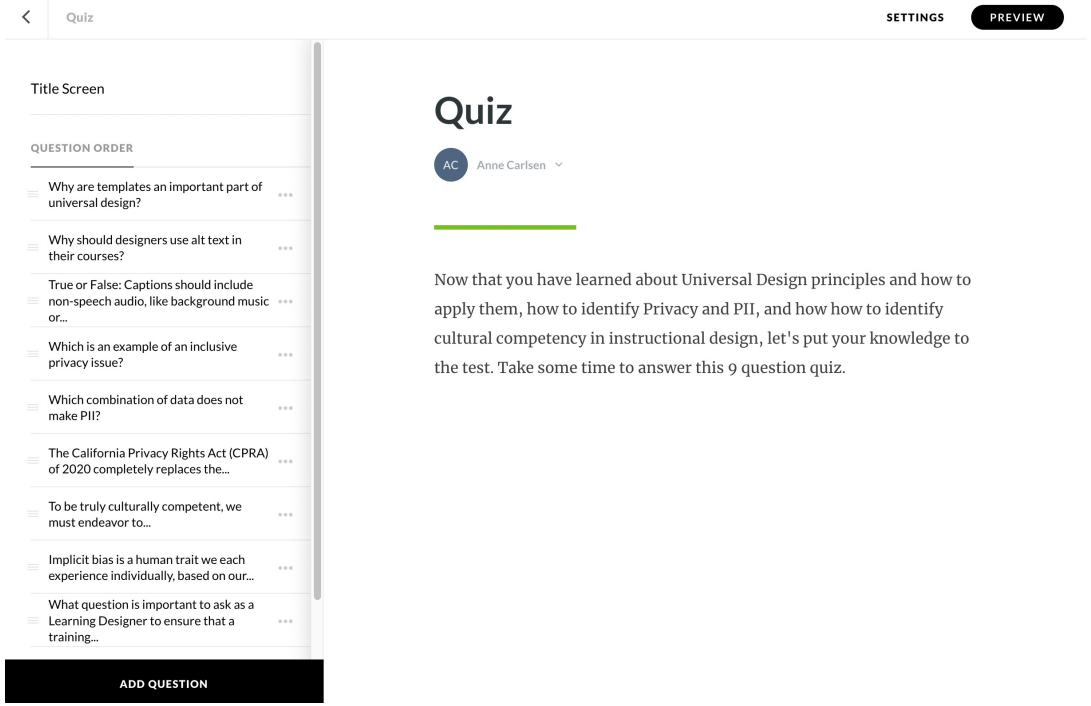
Cultural Master

Final Challenge!

End-of-Course Challenge

Inclusive Design – Gamification Addon/Final Challenge

Visual Description or Sketch



Script

- Keep previous narration

Interaction, animation, branching, etc:

End of course quiz already present in the course.

Additional Notes:

Earns either badge Inclusive Master for 70%-99% or Grand Master for 100%

Challenge Complete!

You've earned a badge!

Inclusive Grand Master

You've earned a badge!

Inclusive Master

Challenges

- YOU PASSED! Challenge
  - Learner has successfully passed the course
    - Badges: 100%: Inclusive Design Grand Master, 70%-99%: Inclusive Design Master
- Easter Egg Badges
  - Viewing an external link
    - User clicks on any external link provided in the course
    - Badge: Knowledge Seeker
  - Finishing the full course
    - User has completed the full course without using the prior-knowledge quiz to skip.
    - Badge: Long-haul Learner
  - Earning all the badges
    - User has earned every type of badge (master and grand master count as a single type, one per module), including passing the prior-knowledge quizzes and doing the whole course. This will require the user to take the course more than once.
    - Badge: Mission: Complete (the rarest badge)

You've earned a badge!

Challenge Grand Master

You've earned a badge!

Challenge Grand Master

You've earned a badge!

Secret badge! Knowledge Seeker
You viewed additional content!

You've earned a badge!

Secret badge! Long-haul Learner
You completed every module without skipping!

You've earned a badge!

Course Completion! Inclusive Design Mastery Badge
Show off this badge on Credly and LinkedIn!

You've earned a badge!

Secret badge! Mission: Complete
You've collected every badge!

Earned Badges

Earned Badges

Main Mastery Badge, earned on course completion and to be shown on sites like Credly and LinkedIn

Not shown:

- Placeholder badge (when at 100%)
- Alternate unearned versions of Grand or Master badges