**Title:  Gamification--Rewards**

**Goal**: To acknowledge achievement and encourage persistence

**Description**: Rewards are a motivational tool. To maximize motivation, it is critical to choose rewards that students care about and that are attainable yet require meaningful work.

**Variations:** Types of rewards can vary, including:

- **Badges** can be awarded for specific achievements (ex. earning 80% on a test, completing research paper pre-requisites). Badges can be tangible (like stickers) or virtual. You can set up virtual badges in Blackboard. See this **video** or **online tutorial** for how to do it.
- **Course Success** rewards have an impact on students' grades. For example, if students reach a certain milestone they can drop a low quiz grade, retake a test, use notes for a test, etc.
- **Consumable** rewards such as snacks or candy work well for short, in-class activities.

**Strengths:** Rewards, particularly those that students find desirable, can encourage students to engage in desirable behaviors or work toward a goal.

**Weaknesses:** If overused or not well implemented, some external rewards can demotivate students, particularly once the reward is removed. Also, students might find short cuts to earn the rewards without engaging in the desirable behavior.

**Participant Level:** WC, GR, P, I
**Prep Time:** varies
**Class Time:** S
**When:** A

**Submitted by:  Angela Lanier**, Montgomery College

**Code Legend:**
   Participant Level:  **WC** (Whole Class); **GR** (Groups); **P** (Pairs); **I** (Individual Students)
   Prep / Class / Results Analysis Time:  **S** (Short); **M** (Medium); **L** (Long)
   When to Use During Semester:  **B** (Beginning); **M** (Middle); **E** (End); **A** (Any time)