

What we can learn from the game industry

LUDODIDACTICS

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October.2020

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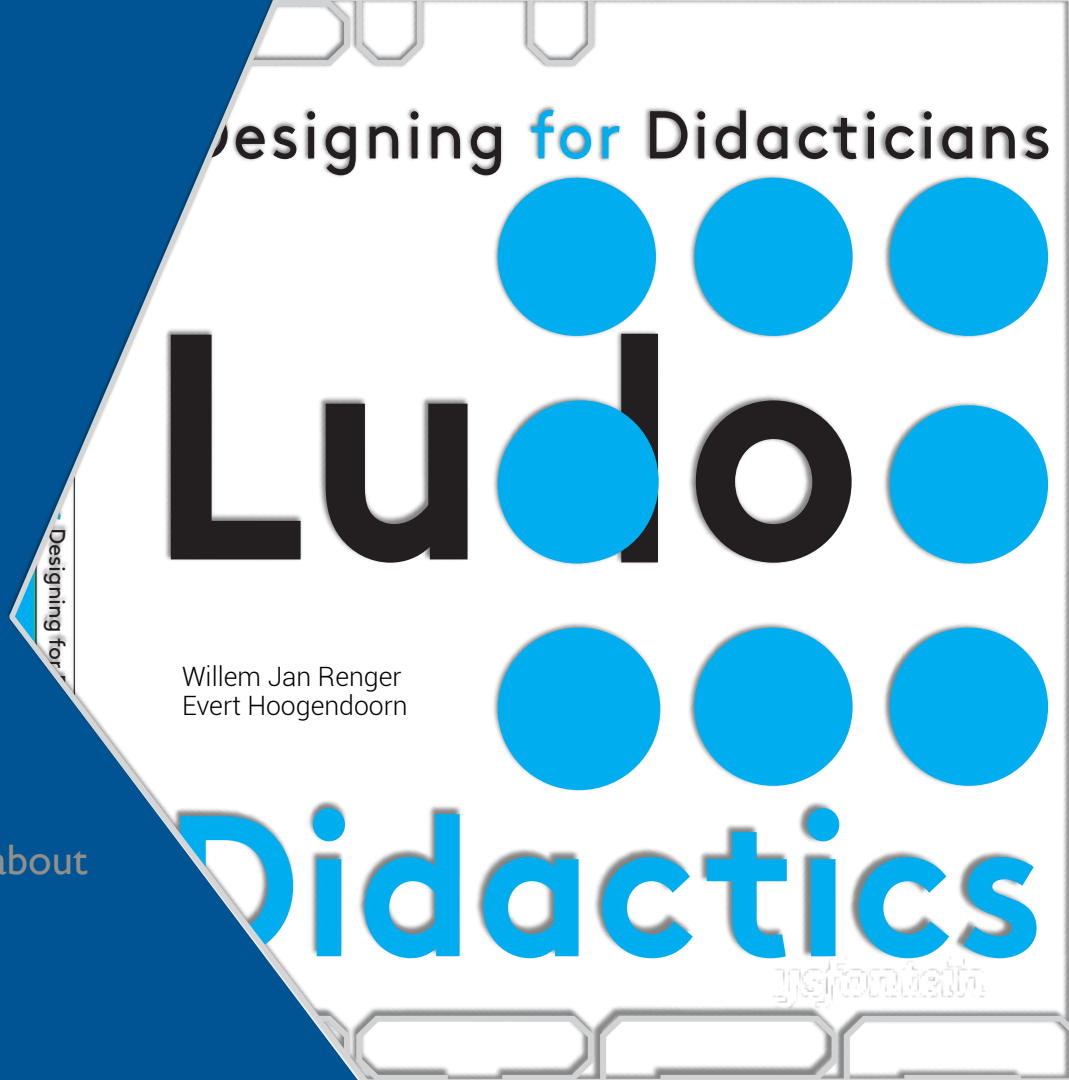
Playful Learning Specialist



Ludodidactics

Using game principles, - patterns &
- processes to design education

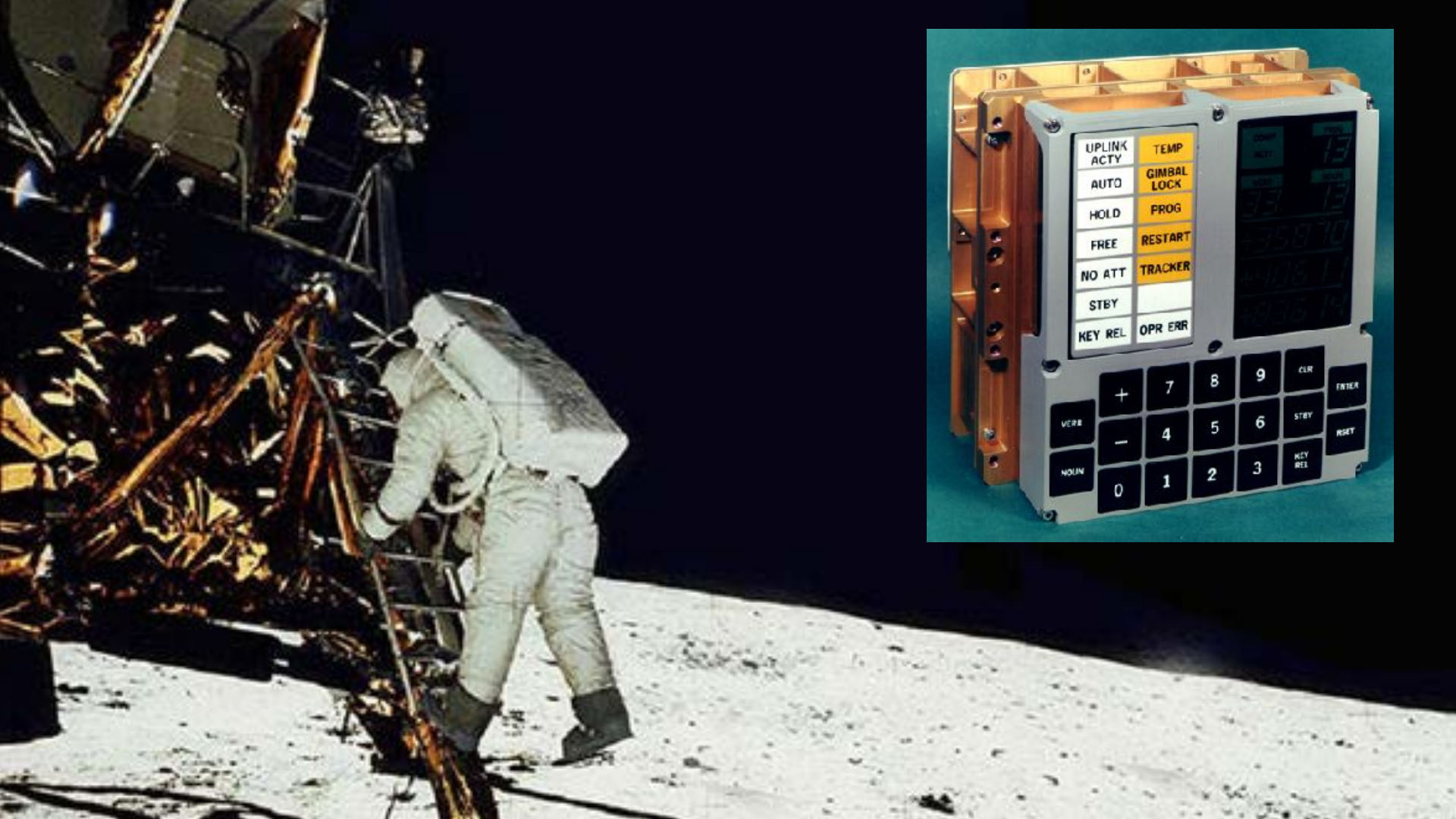
(Its not about making games, but about
designing learning behaviour.)



The world has changed

What is the effect of
Moore's Law on us?





UPLINK ACTY	TEMP
AUTO	GIMBAL LOCK
HOLD	PROG
FREE	RESTART
NO ATT	TRACKER
STBY	
KEY REL	OPR ERR

COMP 13
ACTY 13
33 13
+35870
+408.11
+036.14

VERB + 7 8 9 CLR ENTER
- 4 5 6 STBY RSET
NOUN 0 1 2 3 KEY REL

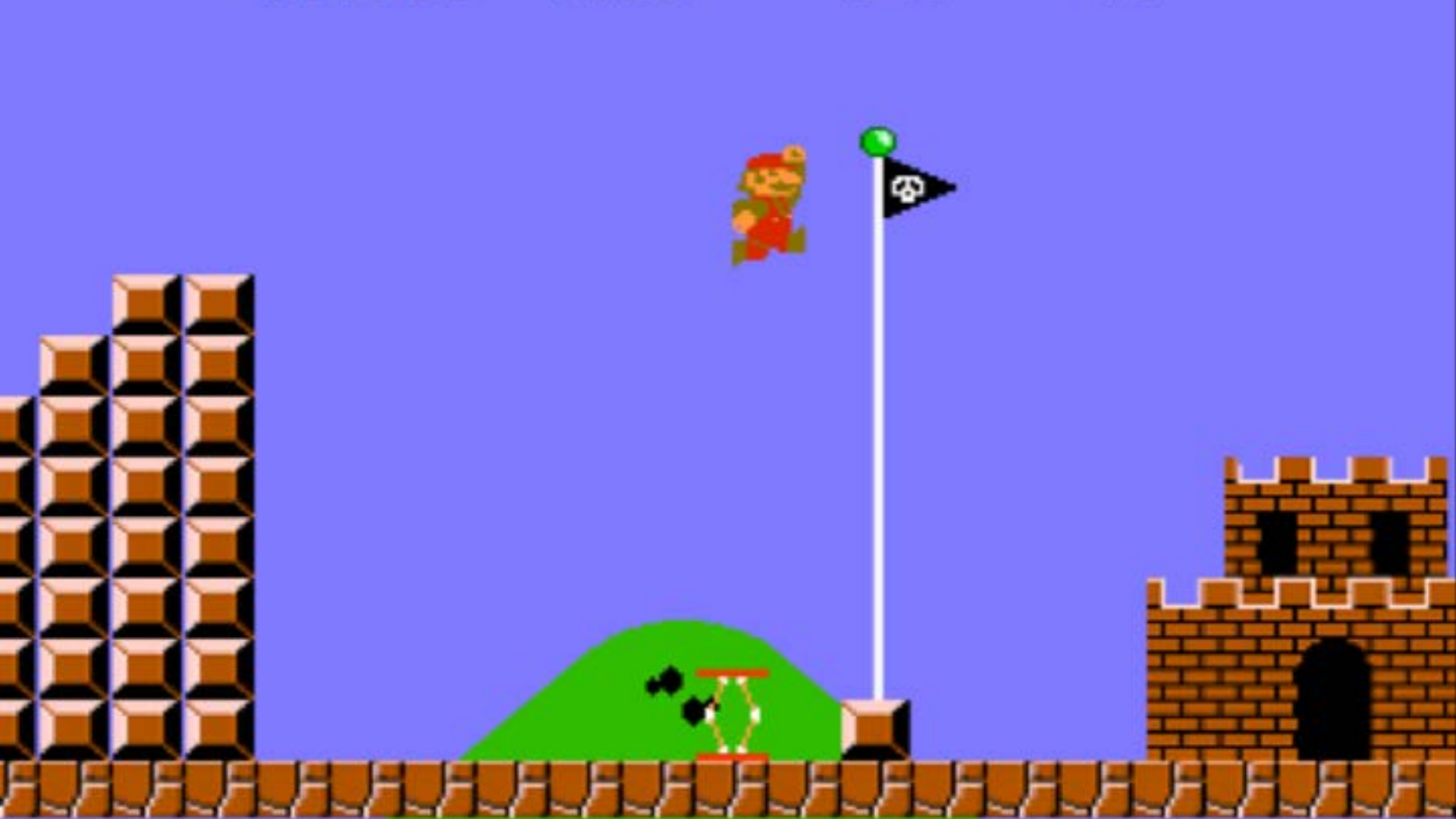













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10 GRAPHICS 3
20 X=1:Y=1:C=1
25 COLOR C:PLOT X,Y
26 COLOR 3:PLOT 15,8:DRAWTO 25,8:DRAWTO
0 25,15:DRAWTO 15,15:DRAWTO 15,8
27 COLOR 0:PLOT 15,11:DRAWTO 15,13
28 COLOR 2:PLOT 20,11
30 J=PEEK(632)
40 COLOR C:PLOT X,Y
50 X1=X:Y1=Y
60 IF J=7 THEN X=X+1:IF X>39 THEN X=39
70 IF J=11 THEN X=X-1:IF X<0 THEN X=0
80 IF J=14 THEN Y=Y-1:IF Y<0 THEN Y=0
90 IF J=13 THEN Y=Y+1:IF Y>19 THEN Y=19
100 IF PEEK(632)=15 THEN COLOR 0:PLOT
X1,Y1
200 IF PEEK(632)<>15 THEN COLOR 0:PLOT
X1,Y1
210 LOCATE X,Y,COL:IF COL=3 THEN X=X1:
Y=Y1
220 IF COL=2 THEN PRINT CHR$(253);"A"
230 IF COL=1 THEN PRINT CHR$(253);"B"

```






FORMULA 1
GRAN PREMIO
DE MÉXICO 2017

MEXICO CITY

Formu

INADO POR



Heineken®



Heineken®



Heineken®

He



LAT IMAGES



Caution

P 13 | 19

17 VETTEL
18 VERSTAPPEN
19 HARTLEY
20 VETTEL

L 8 | 15

1:48.834

Best

17 S. PASTOR
18 HAMILTON

0 Φ = Shift

2

RPS 107 RPM 10690

F4

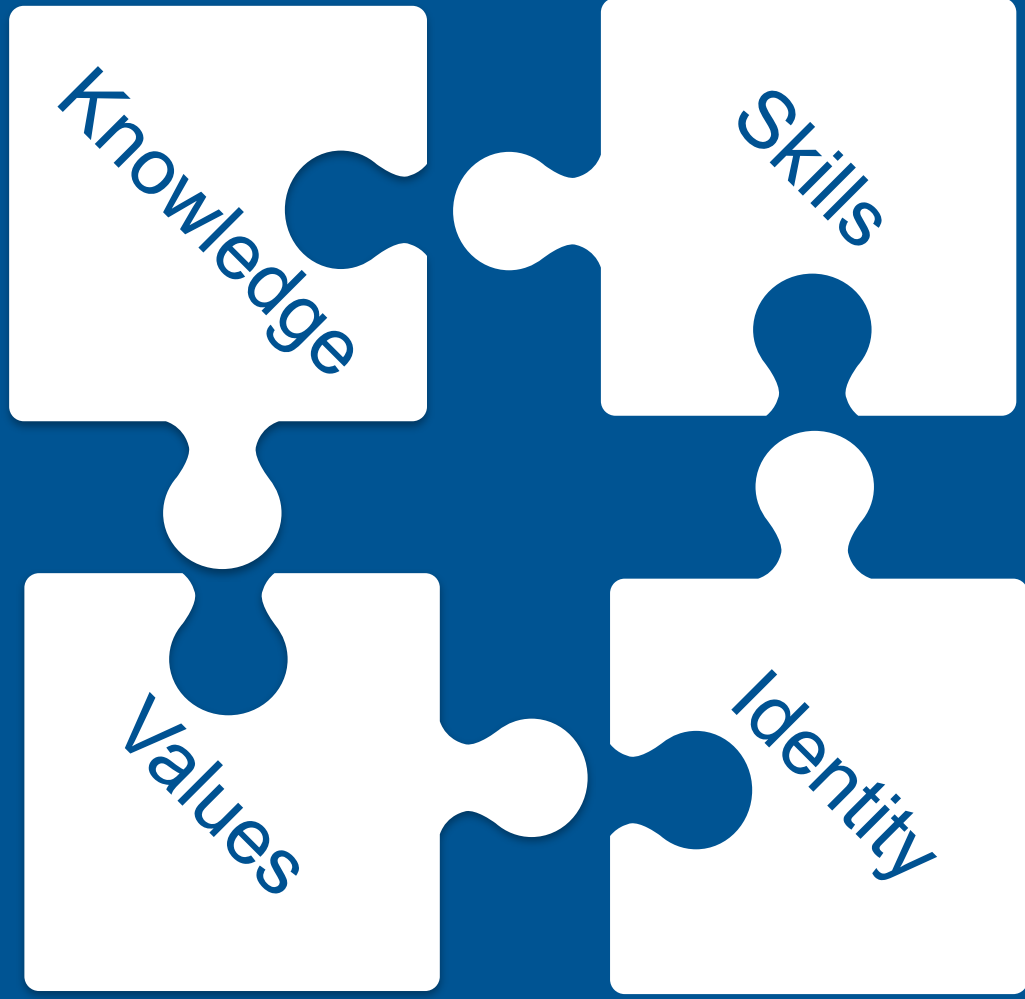
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The epistemology of education

What is means to be in education (for teachers and students)

Epistemic framework



Am I someone who...?

Sits at home behind a laptop?

Tries out new software every day?

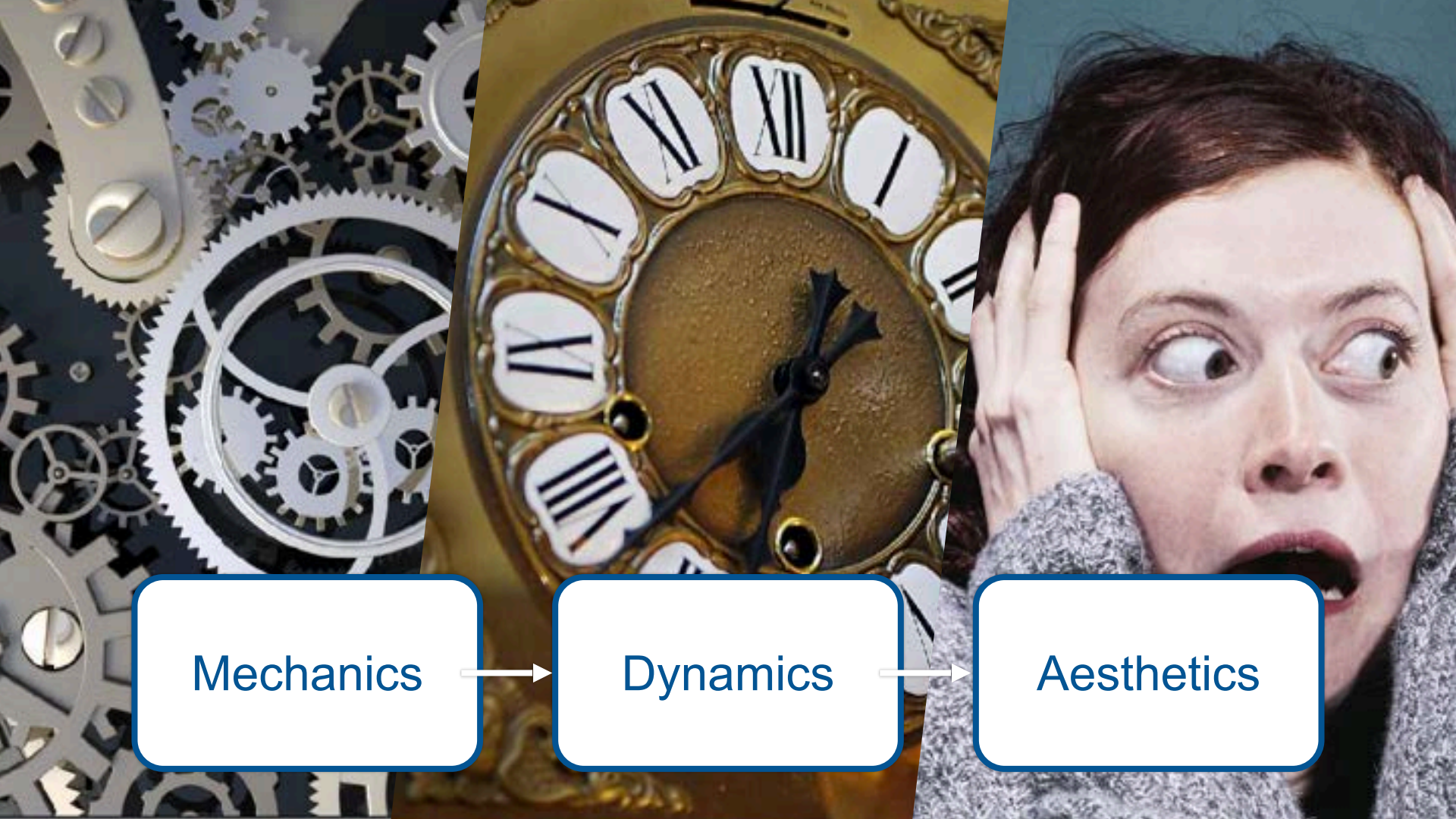
Works alone?

....



Mechanics, Dynamics, Aesthetics





Mechanics

Dynamics

Aesthetics











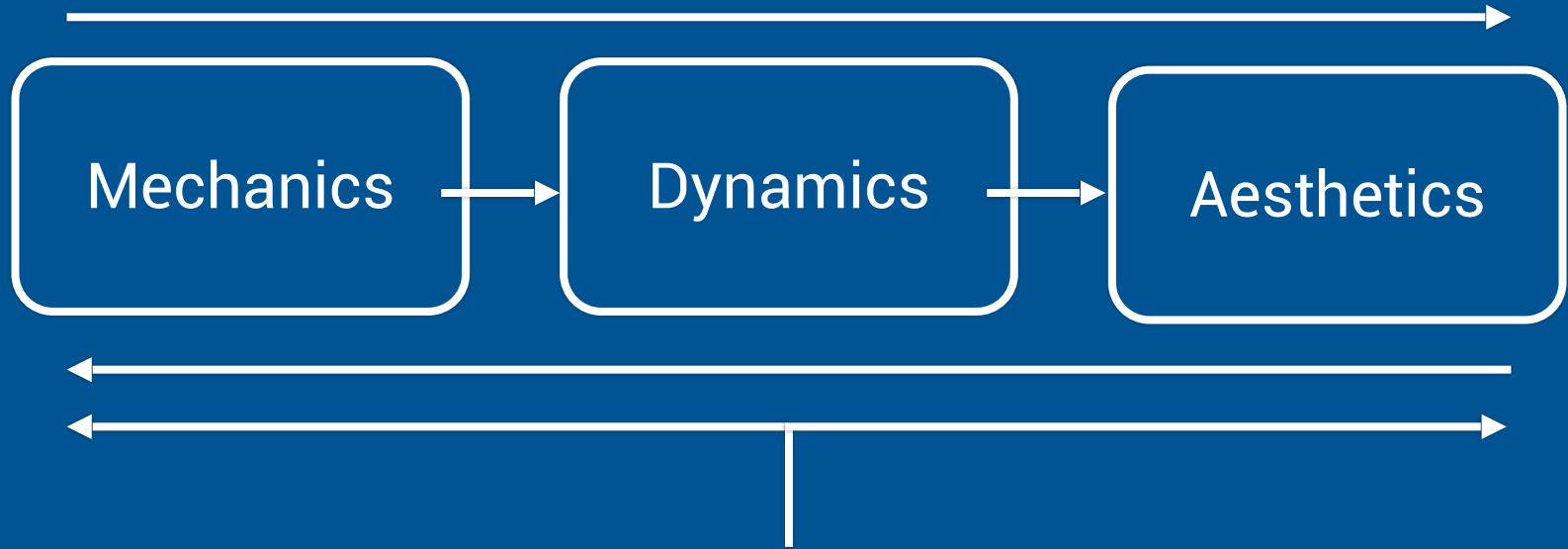
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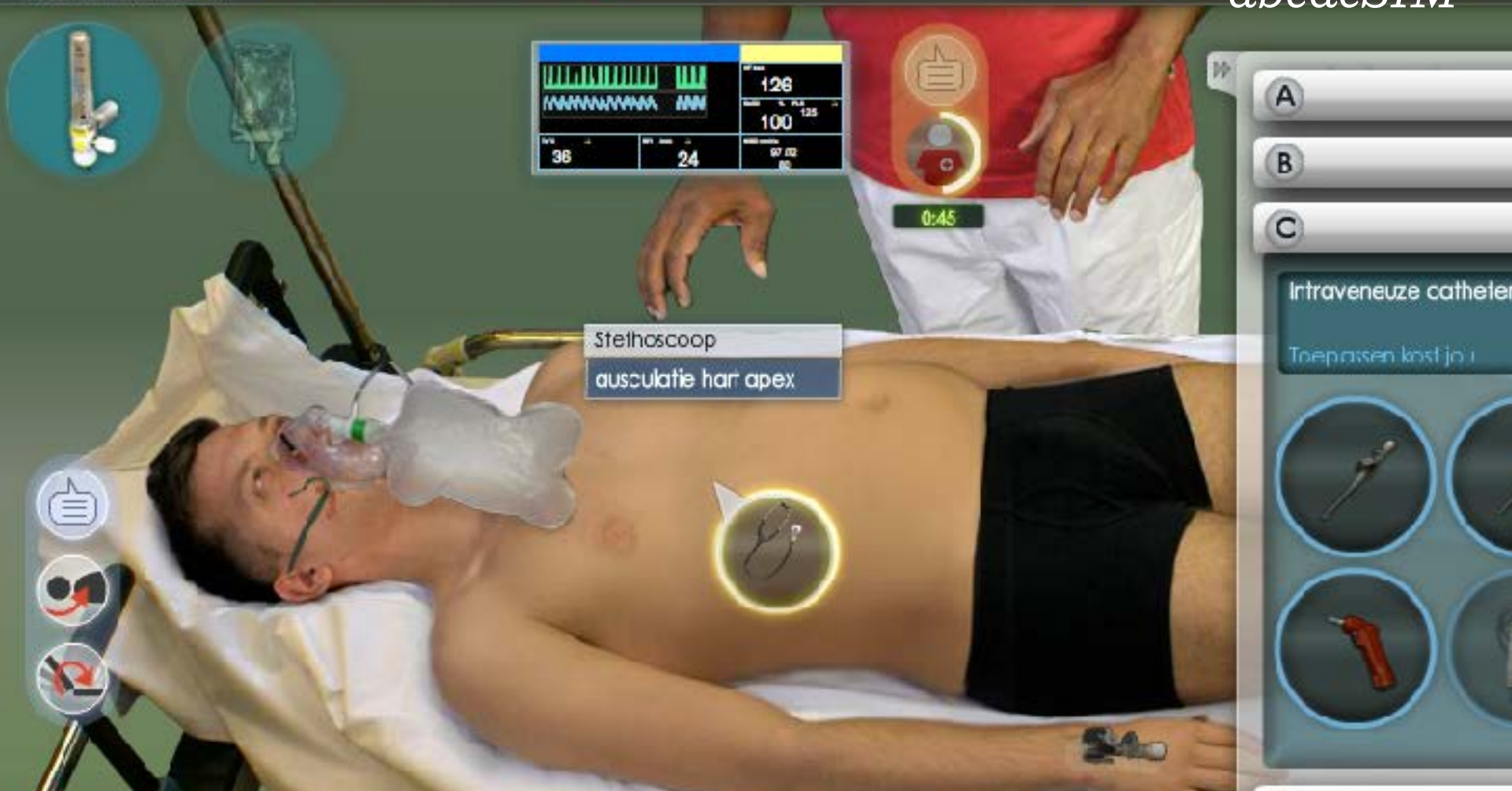






MDA







App Store > Education > Soft Ice B.V.



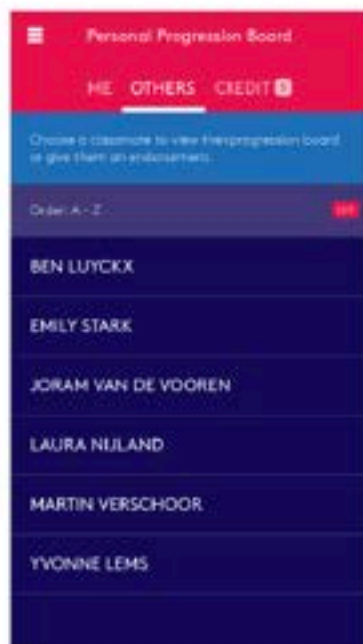
Personal Progression Board

Soft Ice B.V. >

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Screenshots

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This app is designed for both iPhone and iPad

Rating: 4+

LINKS

Developer Website

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RANK	SCORE	NAME
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1ST	012000	AKI
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2ND	009000	CHI
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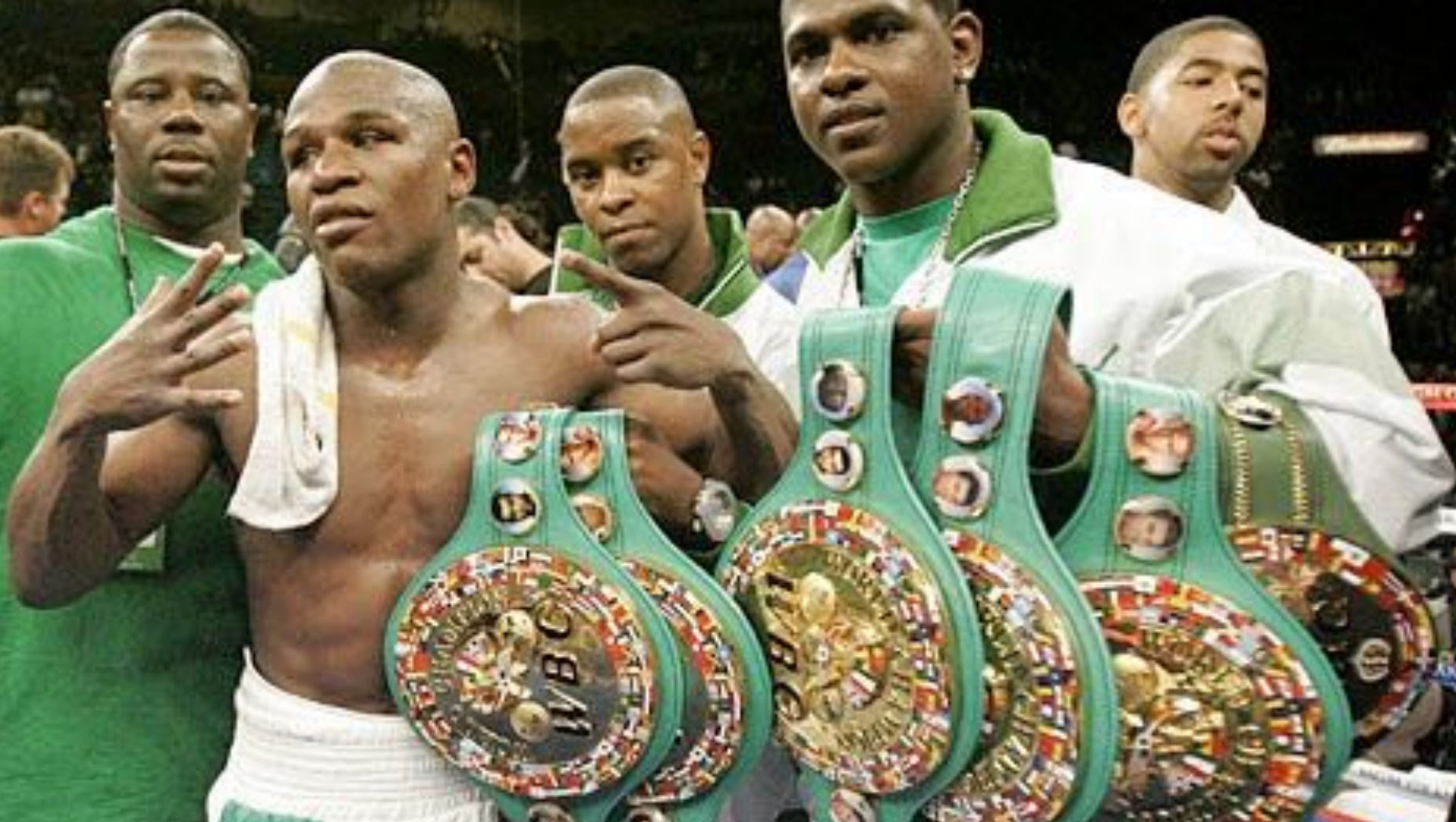
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5TH	004900	ABG
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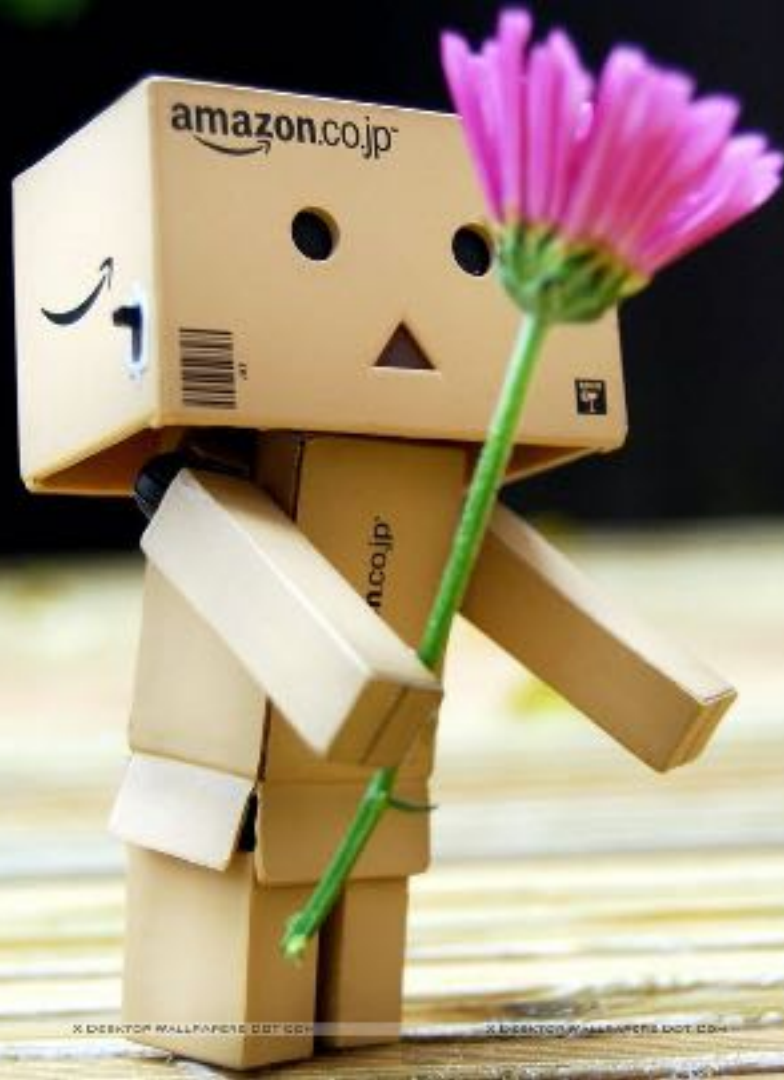
NINTENDO

CREDIT 0









Recap

People need to 'feel' that they are teacher/
student/etc.

This experience goes through behaviour

We need to design this new context in which
this behaviour is possible.



Ludodidactics

Thank you!