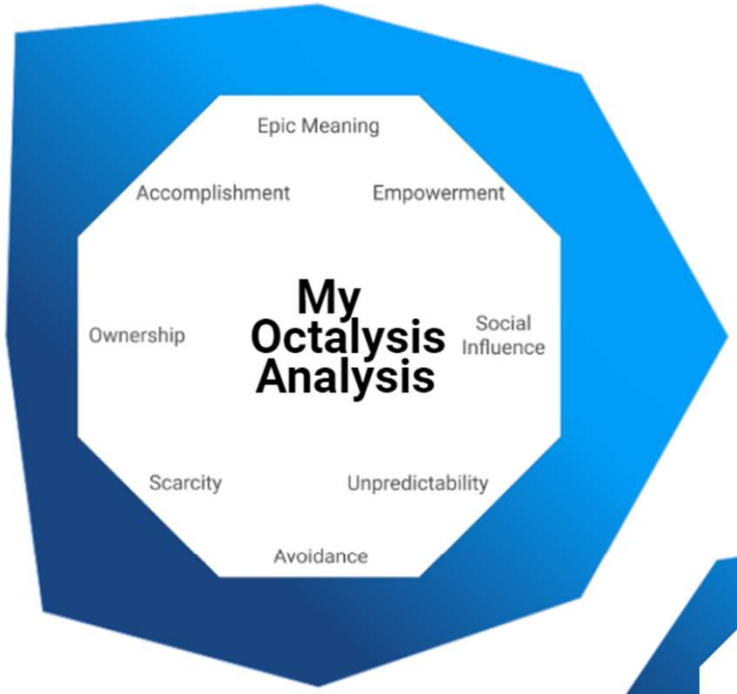
Octalysis Foundations

THE OCTALYSIS GROUP

Margot



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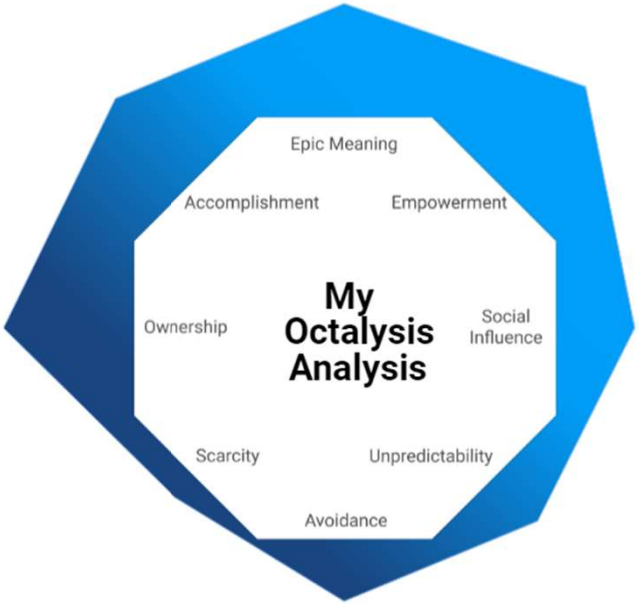
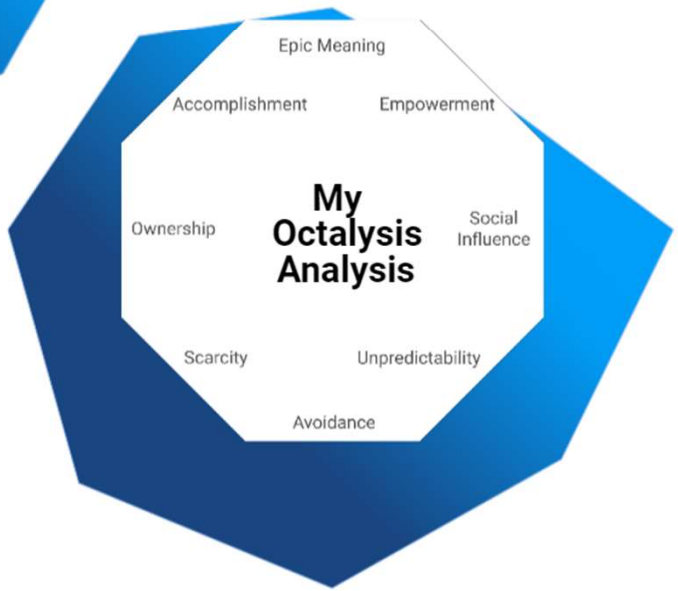


Ruben



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Ruben

1.Epic Meaning & Calling
I am not good in this. I once made my students ask different departments in our school how they got rid of the rubbish. Did they separate before deposing or just depose everything in the same basket.

2.Development & Accomplishment
Visiting companies where the students could be apprentices. Executions to universities for to encourage students to do more studying.

3.Empowerment of Creativity & Feedback
I am not good in this. I also experience that my students make the shortest possible way to a result

4.Ownership & Possession
The students can choose themselves how to make the documentation of their exercises. (documents, videos, Podcast, poster..)

5.Social Influence & Relatedness
Use of group exercises. Randomly chosen groups will increase social learning.

6.Scarcity & Impatience
The school's system of missing grade in a subject if the absence passes 10%

7.Unpredictability & Curiosity
I often forget to inform my students about today's lesson some time ahead of the lecture. This gives the students unpredictability. But I am not sure that this is to the best for my teaching.

8.Loss & Avoidance
I start at agreed time. Students showing up later will miss some information.

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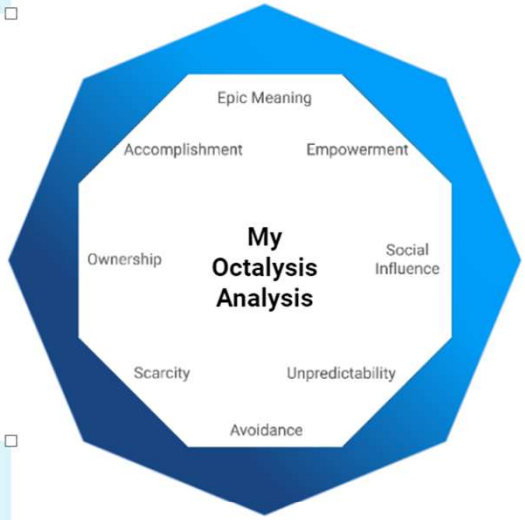
Margot

For some of the students where a big challenge to take a contact with strange person. For example one boy tried 4 hours to take a call and invite a person to come at school. At the end he succeed and get over his fears to take a call (nowadays youngsters are afaraid to make phone calls).

Every students has big empact for the whole project day event, because every student had their own task to do and take response of it

Before students started to find guest speakers for the project, they had to think about different problems what addresses to them for example environmental issues, young people entering in labour market etc. They had to communicate with guest speakers to organise their part of the project day.

Students have control over the practical work (organizing project day). They had to find and invite guest speakers , getting touch with them etc



Working in groups/in pairs (making posters, dialogues in customer service lessons)

Guest speakers didn't tell right away to my students are they atteninding or not. They needed some time to think about this invitation. Students had to think about backups options as well (in case some of the guest speaker will get ill).

Organizing procject day was mandatory for all my students. Skipping that assignment meant that you won't pass the course.

Guest speakers have prepared some excersises for the audience (students of the school). My students who organized this event, they were not sure do the audience go along and participate in practical work or they are just passive and bored

Mathias

Octalysis Foundations

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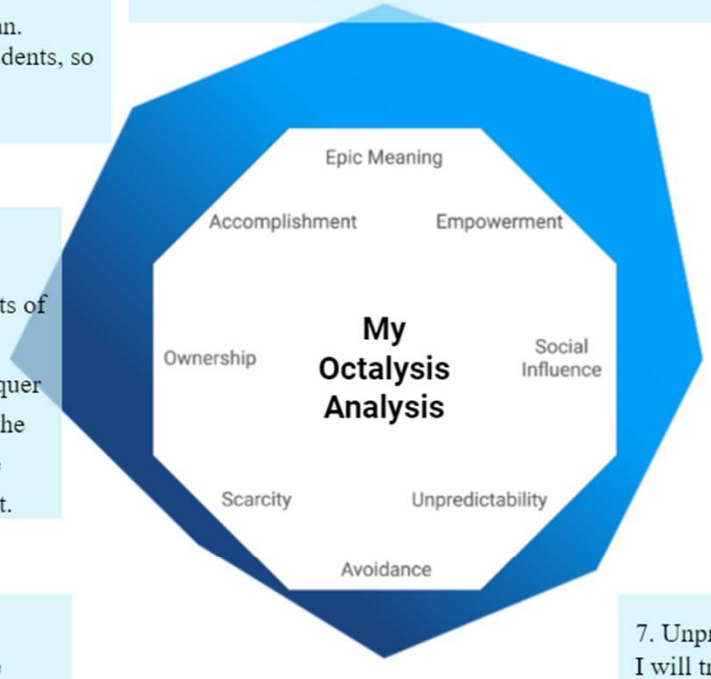
1. Epic Meaning

All the students to the same task and need to be able to help each other. They are a part of a class and therefore something larger than themselves. They need to release the game to the public afterwards so they need to make a product that they are proud to present

2. Accomplishments
We make a list of tasks at the start, where the students' needs to make a plan for their assignment.
Here they can keep track of their accomplishments.
and see if they follow their plan.
Everything is public so the students, so they are holding each other accountable.

3. Empowerment

The assignment is very open, they have freedom to make their own rules and change it to be their own. They can be creative with the design and game features.
We meet each day to discuss our progress and the students give each other feedback.
At the end I give the students written feedback on their assignment.



4. Ownership

The students are free to change parts of the assignment for their own. They plan their own day and way to conquer the assignment. They will publish the game in the end, so they have to be proud of their own accomplishment.

5. Social Influence
We use GitHub as a social media hub for our code.
Everything is public and available.
We meet daily to discuss and show our work.

6. Scarcity
There is a deadline for the assignment, and they need to meet the deadline and MVP to pass the class.

8. Avoidance
Closely related to scarcity, if they don't succeed they have take the course again and won't progress.

7. Unpredictability
I will try to have all information for the assignment in the start so there is no surprises during the assignment.
In software engineering and learning there is enough surprises and buttle neck.
I value crudity very highly, the MVP of the product is fairly low and could be done in 1/4 of the time given.
So I expect a lot of curiosity from the students to make a better and more creative product.

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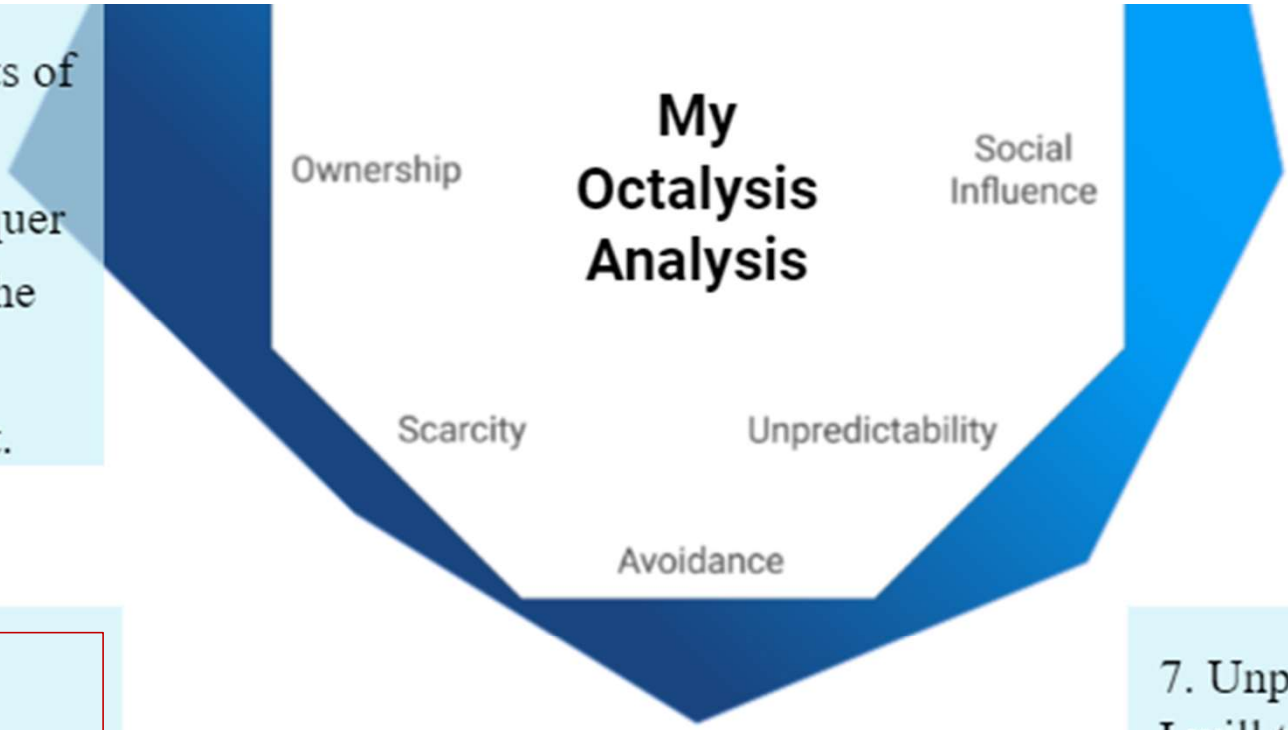

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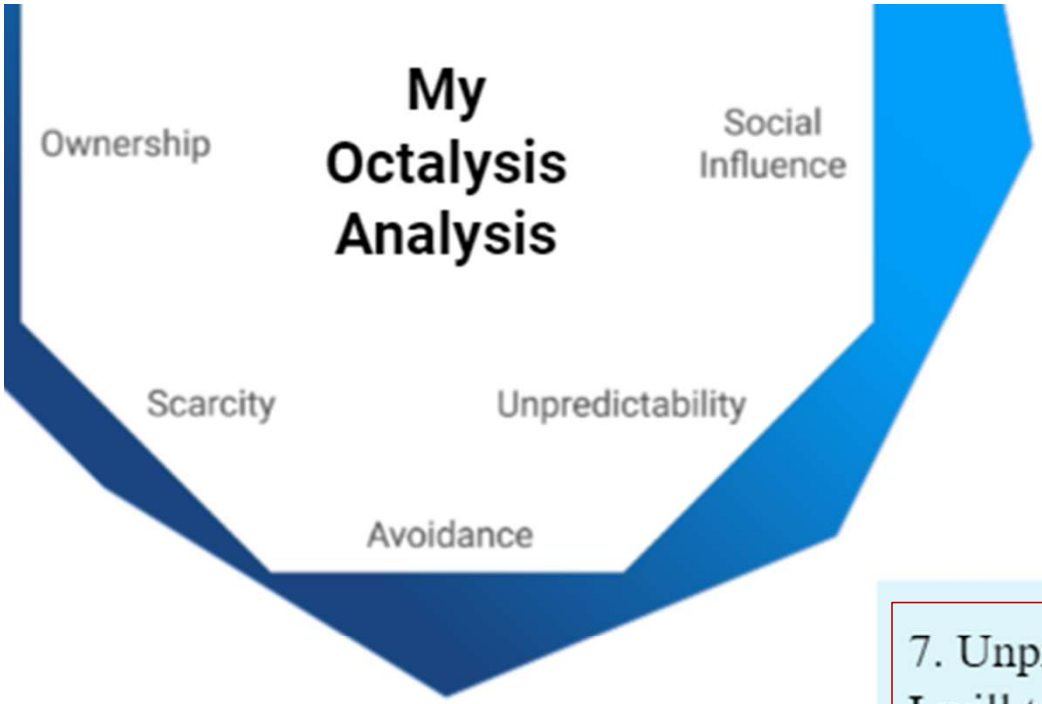

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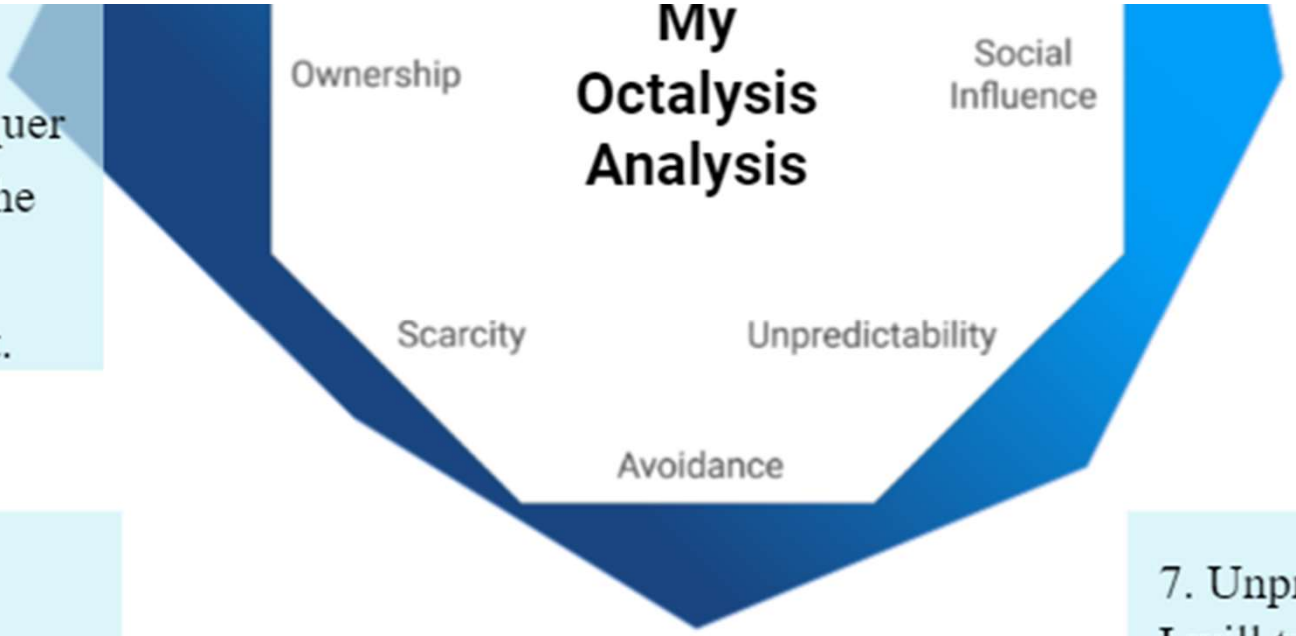

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