WHAT’S THE POINT OF ASSESSMENT?
MAKING IT FIT FOR HUMANS

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Aims of the session

- To think in new ways about how assessment can be used for different purposes
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• To think about the benefits and opportunities of games-based assessment and gamification
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• To think about the benefits and opportunities of games-based assessment and gamification
• To collaborate with and learn from each other
The purpose of assessment is to determine whether someone has the required ability to perform a specific role or thrive in a particular setting.
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• Of course, this is just one of many possible purposes! There are countless more.
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• What else? Please type in the chat.
Some prototype tasks we've been working on...

Would we design these tasks the same way for a Cambridge English qualification?
You will hear a horse racing trainer called Jenny talking about the first time one of her horses won a major race.

How did she feel after the race?
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**How did she feel after the race?**

**Write one word** that you think describes how she felt after winning the race.
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How did she feel after the race?
Australian Jackaroo

David Brinton describes his gap year working on a sheep station.

It was dark when I arrived in the town of Hay, after an all-day bus journey from Sydney. I was the only person to get out of the bus, and only one figure was waiting beside the road to meet it. This was how I met Mr. Anton, the manager of Merindah Station and the man who would dominate my life over the coming months. As we drove out of town, brilliant flashes of light flickered on the horizon all around us. 'What's that?' I asked, dumbfounded. 'Lightning,' he replied flatly. I felt stupid, but had truly never seen anything like it before. 'Is lightning always like that in the outback,' I asked? 'Outback?' he growled. 'This isn't the outback; this is prime Australian farming country!' I had never been more thankful for my gap year.
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If you drew a line between Sydney and Adelaide, Hay would be halfway along it. Not the outback, perhaps, but a long way from the coast. Each extraordinary flash of lightning revealed… almost nothing really; an endlessly flat landscape seemingly devoid of any feature. After 40 minutes’ drive we pulled off the highway and through the gates of Merindah Station. This was where I’d spend the next nine months working as a jackaroo, ‘like a cowboy except for sheep’, as someone once put it. My memories of those first weeks at Merindah are of digging, and mud. It was mid-winter, the sheep mostly took care of themselves at that time of year, so we were
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Games-based learning

Learning through play:
• game rules
• goals
• competition
• chance
What are immersive games?

A fully immersive game environment for players

Examples:
- Minecraft
- The Sims
- Fortnite
What is gamification?

Gamification: game elements that engage and motivate:

- points
- badges
- levels
- leader boards
- Challenges
The value of games / gamification

Benefits

• Engagement
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- Flow
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Benefits

- Engagement
- Flow
- Emotional investment
- Freedom to fail
- Meaningful language practice
- 21st-century skills
What do you think was the aim behind the game/gamification elements in these products?
Submarine Repairs

Put each submarine part in the right place to make the submarine work.

The submarine parts are:

1. **A battery**  
   (short - don’t use the round ones)  
2. **A chain**  
   (for the engine - use a long, heavy one)  
3. **A wheel**  
   (for the door - use metal or wood)
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Work with your group to develop a new assessment task type

This could be a:

• Game or gamified task
• bite-sized activity
• something else...
When designing your new task please consider the following:

- Purpose
- Construct
- Age/level of learner
- Procedure (i.e. what the learner has to do)
Time to share

Please tell us about your task(s)
Thank you