Micro-learning and gamification

General instructions

This training is part of the Digivisio 2030 programme’s e-learning training, which aims to develop the competence of the teaching and support staff of higher education institutions in order to promote the high-quality content of the opin.fi service. The training has been implemented following the principle of micro-learning. In other words, it consists of one or more episodes with one or more assignments. The videos and podcasts of the training package can be viewed on the [Digivisio 2030 programme’s YouTube channel address](https://www.youtube.com/playlist?list=PLUm9ZaQyWAy_YVBEcorLJaS7mzVrIohgC), and the related assignments can be downloaded from the open educational resources service (aoe.fi) on the page of the training in question.

The episodes can be used to support independent learning, or they can be combined with guidance organised by the higher education institution or network of higher education institutions, and the co-creation of educational offerings. Teachers find that using the different episodes to support the development of their own teaching is a meaningful form of learning. Higher education institutions can localise the implementation of the training to suit their own needs, for example, by altering the working methods or assignments related to the content, and by limiting or adding content to the training modules. New types of entities can be compiled from the episodes on different themes, and, for example, the episodes on modularity can be used as an introduction to other themes.

Language versions

The videos, podcasts and assignments included in the training are available in Finnish, Swedish and English. Higher education institutions decide whether the participants earn study credit or receive a competence badge for completing the training. The following statement shall be added to any certificate issued by the higher education institution: “E-learning training designed in the Digivisio 2030 programme has been used in this training.”

Licence

The CC-BY-SA 4.0 licence for this training package allows you to edit the training contents for the needs of your higher education institution. The training contents may also be used as part of other training. In such cases, the original author of the material (excluding literature and videos produced by others) and the Digivisio 2030 project shall always be mentioned in their new context of use in accordance with the CC-BY-SA 4.0 licence. If a new version of the content is made, it shall also be distributed under the CC-BY-SA 4.0 licence in the same way as the original material. However, the licence does not oblige the higher education institution to share the new version, should they not wish to do so.

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Introduction to the training

Micro-learning

Welcome to the Digivisio 2030 programme’s e-learning training. In this video, we will explain what is meant by micro-learning and how it can be applied to training offered by higher education institutions.

In addition to the video, reflection assignments have been prepared on the topic. Their aim is to inspire reflection on the themes presented in the training from the perspectives of individual actors/teachers, teams and the activities of the participants’ own higher education institution.

The training material can be used by individuals or in groups, for example, as a development tool in your own organisation.

Description of learning outcomes

* You understand what is meant by micro-learning and what special characteristics are involved in its application.
* You recognise what kind of situations micro-learning is suited for and what are the most typical ways of implementing micro-learning
* You are able to take into account the special characteristics of micro-learning when planning the methods for assessing competence.

Reflection assignments for a competence badge or similar

Reflect and describe:

* How can you use micro-learning to support the learning of learners from different backgrounds and with different objectives in a scheduled manner?
* How can you promote learners’ motivation to complete the entire study module at hand?
* What formats are best suited for your teaching?
* How do you plan the assessment of your teaching module so that it suits teaching based on micro-learning?

Introduction to the training

Gamification

Welcome to the Digivisio 2030 programme’s e-learning training. In this video, we will show you what is meant by gamification and how it can be applied to training offered by higher education institutions.

In addition to the video, reflection assignments have been prepared on the topic. Their aim is to inspire reflection on the themes presented in the training from the perspectives of individual actors/teachers, teams and the activities of the participants’ own higher education institution.

The training material can be used by individuals or in groups, for example, as a development tool in your own organisation.

Description of learning outcomes

* To comprehend the meaning of gamification and what types of situations it suits best in higher education.
* To identify the most typical ways of implementing gamification.
* To be able to take into account the importance of gamification for motivation from the perspective of different learners.

Assignments based on the gamification video, for example, for a comtetence badge

Reflect and describe:

* What types of gamification methods have you already used in your teaching?
* In your own teaching, what kinds of gamification methods would best support the fact that learners come from increasingly diverse backgrounds in the future?
* How can gamification be used to increase internal motivation in your own teaching?
* Can assessment be carried out through the methods of gamification in your own teaching?