Applying Gamified Situated-learning Approaches in Audio Description Training

Gamification in Higher Education

- Enhances engagement, motivation, and retention
- Increases student satisfaction
- Enhances learning outcomes
- Increases student interaction
- Enhances critical thinking and problem-solving
- Facilitates collaboration and cooperation

Treasure Hunting Game

1. Make a treasure hunt in any educational setting
2. Set up an audio quiz for a treasure hunter to find the treasure
3. Record the audio instructions on the phone
4. Create a treasure hunt map with locations
5. Divide the students into pairs to find the treasure by following the instructions
6. Collect the audio recordings from the pairs

Audio Description competencies

- Communication, understanding, and expression
- Critical thinking and problem-solving
- Collaboration and teamwork
- Creativity and innovation
- Self-efficacy and autonomy

Conclusion

- Collaboration, situated learning approaches
- Embedding and integrating
- Unmatched in producing accessibility awareness
- Complexity factors
- Only suitable for small group tutoring
- Time constraint
Applying Gamified Situated-learning Approaches in Audio Description Training

Gamification in Higher Education
- Enhances student motivation and engagement
- Provides a fun and interactive learning experience
- Increases retention and understanding
- Encourages collaboration and teamwork
- Increases student satisfaction and feedback

Conclusion
- Gamification in education enhances the learning experience
- It engages students and improves retention
- It fosters collaboration and teamwork
- It is a valuable tool in modern education

Treasure Hunting Game
1. Choose a theme or topic
2. Create a series of audio clips for each theme
3. Place the audio clips in a strategic order
4. Challenge participants to find the audio clips
5. Use the treasure map to guide the participants
6. Reward the participants with a prize

Audio Description Competencies
- Communication skills and language proficiency
- Knowledge of design and audio principles
- Ability to interpret and transform information
- Creativity and innovation in audio description
- Professional ethics and standards in audio description
Gamification: to use elements of game design in non-game contexts, products, and services to motivate desired behaviors.

Game elements:
points, achievements, levels, missions, contests, rankings, notifications, challenges, trophies/badges/medals, virtual goods
Gamification in Higher Education

Gamification
- fosters critical thinking about real world topics (Sardone & Devlin-Scherer, 2010)
- enhances motivation and engagement (Hanner, 2011)
- influences students' behavior, knowledge, attitudes, and skills (Egenfeldt-Nielsen, et al., 2013)
- facilitates active learning in stead of "chalk-and-talk" practice (Loos & Crosby, 2017)
Treasure Hunting Game

1. hide a treasure in the classroom/building
2. write an audio instruction for a treasure hunter to find the treasure
3. record the audio instruction on the phone
4. exchange the audio instruction with another group
5. role-play a blind person to find the treasure by following the instruction
6. reflect the methods, feedback from the peer and the tutor
Audio Descriptor's competences

(Matamala & Orero, 2007; Jankowska, 2017, ADLAB, ADLAB Pro)

- to understand the needs of those who have sight problems
- to work in a team with blind patrons
- to practice scriptwriting skills
- to understand basic voicing and recording issues
- to understand the importance of using non-ambiguous language
Game Elements Used

- missions
- notifications
- challenges
- trophies

- points
- contests
Students' Feedback

"This game deepened my understanding of the needs of the blind."

"It's fun and learned a lot too. It's so important to write accurate descriptions."

"I had fun but now I see my responsibilities."
Conclusion

Pros
- collaborative, situated-learning approach
- motivating and engaging
- useful in introducing accessibility issues

Cons
- safety issues
- only suitable for small group teaching
- time control
Thank you!

Feedback?
Applying Gamified Situated-learning Approaches in Audio Description Training

Gamification in Higher Education

- Make learning fun and engaging
- Incentives and rewards
- Gamification in higher education
- Integrating game elements
- Gamification tools and resources
- Gamification in education

Treasure Hunting Game

1. Listen to an audio recording
2. Solve an audio challenge
3. Record your audio challenge
4. Collaborate with other groups
5. Submit your solutions
6. Win the treasure

Audio Description Competencies

- Identification of objects and actions
- Recognition of emotions
- Understanding of context
- Description of visual elements
- Communication of spatial relationships
- Description of textures and materials
- Identification of background elements

Conclusion

- Gamification in audio description
- Collaboration and engagement
- Learning and teaching
- Gamification in audio description
- Gamification in education
- Conclusion