

## Alison Power 'GAMING: Gamification for the Advancement of Multiprofessional / Interprofessional Groupwork'

Using gamification technology to enhance interprofessional collaboration, negotiation, conflict resolution and leadership.

**Alison Power** (Registered Midwife) SFHEA, MProfPrac, MSc, PGCTHE, PGCPPE, Associate Professor (Learning and Teaching), Faculty Lead for Interprofessional Education, Academic Integrity Officer was successful in a bid for the University of Northampton 'Learning Enhancement and Innovation fund 2021-2022'.

The learning and teaching resource was required for a synchronous online session with up to 300 final year students to engage with in interprofessional groups. Alison Power was supported by Anne Misselbrook the E-Learning/Multimedia Resources Developer to develop the resource.

Initial contact between Anne and Alison began on 29 June 2021 via email. At this stage Anne could identify the needs, complete a Checklist and provide examples for Alison to view.

A planned schedule produced by Alison, allowed time to collaborate on the build of the Xerte between August and September 2021, and this also included recording some short videos. The first online delivery to students was in October 2021 - IPE synchronous online session.

Regular virtual collaborative meetings took place from June to October 2021, initially to discuss, design and develop the e-learning resource using Xerte Online Toolkits, the software recommended by Anne to use.

With regard to the video, Anne advised that the completed video clips be hosted on the Kaltura video platform and embedded in to Xerte to ensure that text captions are available.

Anne provided Alison with 1-2-1 training with Xerte in August and this is where Alison was introduced to page types and interactive elements of Xerte. The ability to collaborate with OneDrive documents in Xerte, provide a drag and drop activity, embed video clips, and link to resources were possible for Alison. Anne advised on the Xerte page types to use, instructional design for e-learning and technicalities.

On 13 August 2021 Alison invited colleagues, Robin Sturman-Coombs and Devon Rossetti to contribute and join virtual meetings, and Anne shared examples with the team.

On 20 August the filming was discussed and Anne and her colleague Richard Byles, a Learning Technologist, provided Alison and her colleagues with training in basic video production when the team attended the 'Record and edit video using tools available' virtual workshop session on 25 August 2021. Alison could then understand the fundamentals of filmmaking and the importance of having scripts for the actors and signed Performance Release forms by all those featuring in the videos.

Filming date was 7 September 2022 but Alison transferred the face to face filming to virtual online screen recording due to a close relation testing positive for COVID.

Consequently, the video was filmed by recording the gallery view on the computer screen. Thanks to Mark Allenby, Senior Lecturer in Social Work, we found the best way to do this was to use Snagit (<https://www.techsmith.com/screen-capture.html>) software to record the Microsoft Teams gallery view screen. Snagit allows you to capture your screen and camera. The recordings using Snagit were available as MP4 video files. The MP4 videos could then be uploaded to Kaltura, the University video platform, and the share embed code copied and pasted in to Xerte page type called Embed Content. The transcripts were produced and made available in the Xerte.

On 30 September the Xerte was uploaded to NILE ready for the live synchronous session with students on 6 October 2021.

## Reflections

Alison says:

“I worked with Anne when I had an idea that I wanted to introduce Gamification into the Inter-professional collaborative curriculum. Anne told me about the resources that would be able to deliver my vision and told me the parameters between which I could work, because obviously it needs to be user friendly for the students as well.

Anne in her role as E-Learning/Multimedia developer, she was so helpful, supportive, and gave me some really good pointers. And then once I got going and started using the tools that she suggested, she was there overseeing me, coaching me.

Anne really supported me in developing my own skills to learn how to use these different technologies, which I'll be able to take forward, in the development of future e-resources. I'm so grateful for Anne's help”.

Anne says:

“Xerte Online Toolkits is a free browser-based software with a suite of tools used to create interactive online e-learning resources. Learners can participate in online activities on their device 24/7 with Wi-Fi/internet access.

### Creating the resource

A large variety of page type templates enable the creator to provide a range of interactive e-tivities so that learners can be active in their online learning.

When the creator produces the Xerte e-learning resource, they are able to work collaboratively with peers on the project. The Xerte function called ‘Shared Settings’ enables colleagues to co-edit the Xerte in the Editor. This feature is of huge benefit to staff.

With the availability of Wi-Fi/internet access 24/7, Xerte Online Toolkits software is available 24/7 to create content, meaning the creator has the choice of where and when they work on their Xerte project, with the confidence of knowing that the result will be a professional look and feel e-learning resource.

### Why is this Project unique?

What makes Alison Power's Xerte unique is that GAMING was built with student collaboration in mind.

Students can access the Xerte simultaneously whilst in the synchronous session, and work through the interactive tasks such as viewing pre-recorded video clips of individuals taking part in a game-based activity called 'Lost at Sea', followed by trigger questions, and group/individual reflections. Students are then provided with videos presented by expert contributors, followed by a drag and drop task to reinforce and seal learning. Following the drag and drop task, the learners work collaboratively on a shared PowerPoint slide embedded in to a Xerte page, where they in groups will edit the slides with their thoughts and opinions.

To confirm their learning, the final separate quiz task asks the learners to answer two questions in Mentimeter (<https://www.mentimeter.com/>) where the word cloud can provide instant evidence of learning.

This Xerte called 'GAMING - Gamification for the Advancement of Multiprofessional Interprofessional Groupwork' is a nicely packaged 'all in one' resource with a logical linear sequence flow offering plenty of participation with online e-tivities.

After the synchronous live 'real-time' session, the Xerte e-learning resource is available to learners on the Virtual Learning Environment (VLE) as a revision resource to play again and again.

A well planned Xerte resource which encompasses good instructional design, ensuring that the Xerte is intuitive to use".

### Students say:

Students feedback on the technology:

**"Each page explained each task clearly"**

**“The Xerte was very well laid out and simple to navigate”**

**“Everything followed nicely and logically from one another”**

**“I really enjoyed the videos, so to see the characters acting as opposed to just reading about the different types of characters made it much more relatable and understandable to me**

## Conferences

Look out for Alison who will present at Conferences later in the year. Confirmed dates so far are:

Using a games-based approach to motivate students to engage with synchronous online interprofessional education (IPE): A case study.

TUFH Conference (Vancouver)

17/18 or 19 August 2022

Analysing perceptions of online games-based learning: Case study of the University of Northampton.

International research conference, ICQHE London

e-Conference

28/29 July 2022,



1 Alison Power



2 Screenshot of the information video



3 Screenshot of the Xerte resource