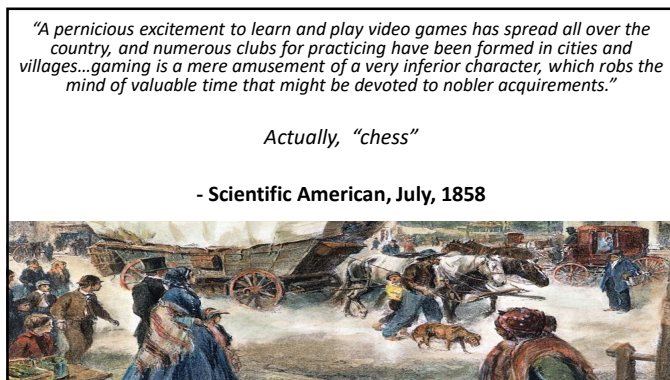
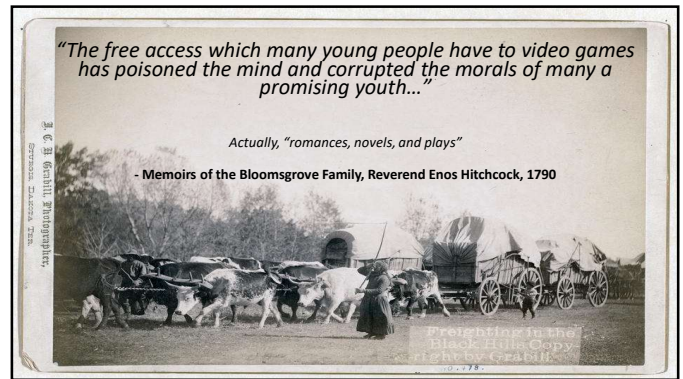
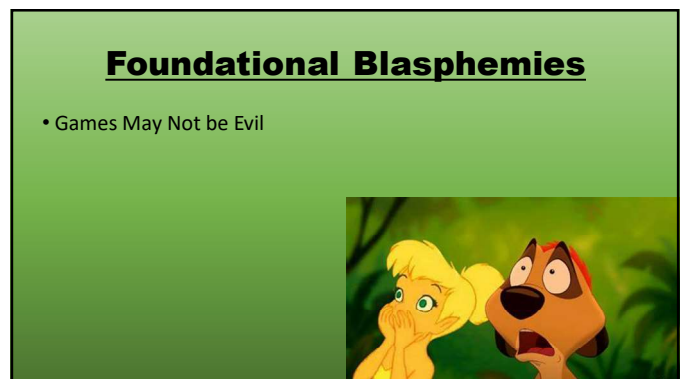
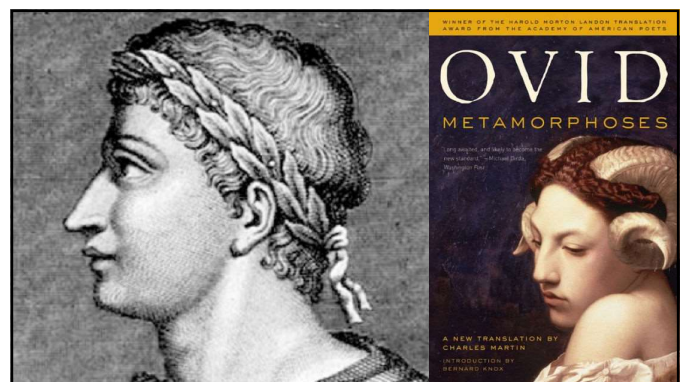
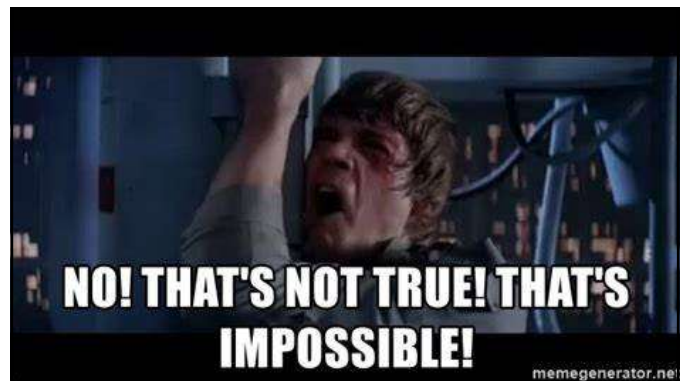
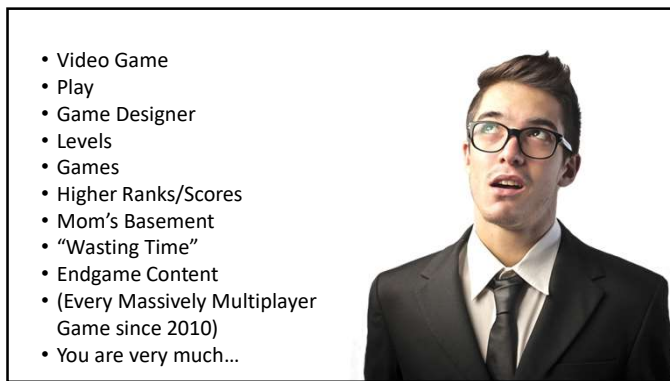
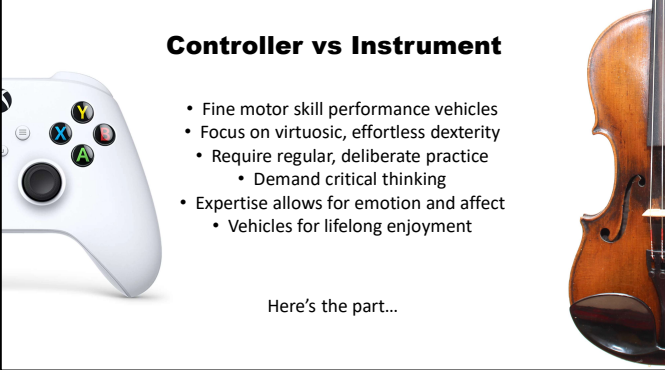






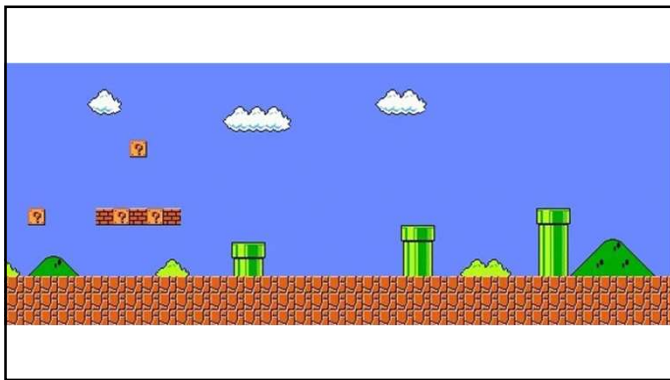




Controller vs Instrument

- Fine motor skill performance vehicles
- Focus on virtuosic, effortless dexterity
- Require regular, deliberate practice
 - Demand critical thinking
- Expertise allows for emotion and affect
 - Vehicles for lifelong enjoyment

Here's the part...



The Real Reason Aeris's Death Made You Cry

By Jason Schreier | 4/27/12 3:00PM | Comments (563)

Why people love Garrus so much

By Luke Winkle published May 15, 2021

The lizard-like alien may not have been the obvious choice for romance, but he was always the correct one.

The Most Peaceful Games of 2020, Ranked

2020 may have been chaotic for most, but these 10 peaceful, chilled-out games were fortunately there to make things more bearable.

Foundational Blasphemies

- Games May Not be Evil
- Learning Video Games is Much Like Learning (Music)



Thought Experiment: List 3 Problems to Solve in Your Classroom

- How to get students to practice
- Addressing different ability levels
- Keeping students engaged during class
- Improving student achievement

(Motivation)

(Differentiation)

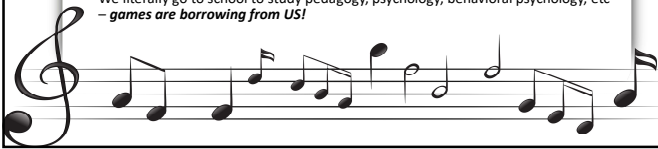
(Engagement)

(Pedagogy/Curriculum)

- Keeping players engaged over time
- Designing for different skill and commitment levels
- Rewarding mechanics
- Level design

Advantages of Music Ensembles

- Playing music is inherently rewarding (for most people); pressing buttons is not
 - If it were, EVERY game would be successful (They are not)
 - Guitar Hero, Rock Band!
- Ensembles and performances are public and reward skill with social praise and status; video games are private with little social reward
 - "Share Buttons," "Clubs," etc.
 - Virtual reality
- We literally go to school to study pedagogy, psychology, behavioral psychology, etc
 - *games are borrowing from US!*



"The theories of learning in good video games is close to what I believe are the best theories of learning in cognitive science."

– James Paul Gee

What Video Games Have to Teach Us About Learning and Literacy

Foundational Blasphemies

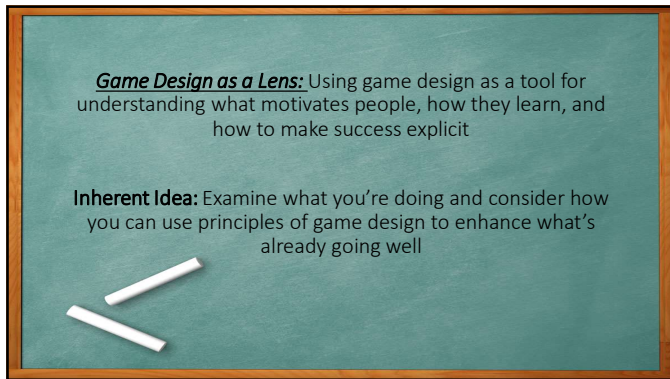
- Games May Not be Evil
- Learning Video Games is Much Like Learning (Music)
- Teaching Music is Much Like Game Design
- Examining How Video Games Teach Can Inform our Teaching



Gamification: the process of adding games or game-like elements to something (such as a task) so as to encourage participation

Inherent Idea: You need to change everything, largely by giving kids points or stickers for everything





Your Classroom is Already a Game!

- Rules
- Incentives/Disincentives
- Rewards/Awards
- "Levels" (Pieces, Etudes, Exercises)
- High and Low Ranking Players
- Feedback loops




"The genetic reward for learning is "fun."

- William Glasser
The Quality School



Lessons from Mario

- **The Incremental Principle:** "Learning situations are ordered in the early stages so that earlier cases lead to generalizations that are fruitful for later cases."
- Scaffold Immaculately
- Make the experience immediately interactive
 - "Tutorials are death." – Ken Levine (*BioShock*)
- Consider your *loops*: cycles of failure and success
 - How does the experience or skill broaden? Deepen?
 - Will Wright's *The Sims*
 - What does your player figure out via failure/success...
 - in 10 seconds?
 - in 10 minutes?
 - in 10 hours?



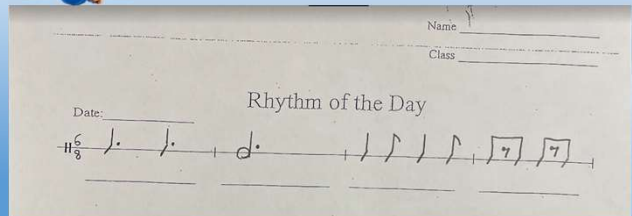
RSMS Example: 6/8 Time



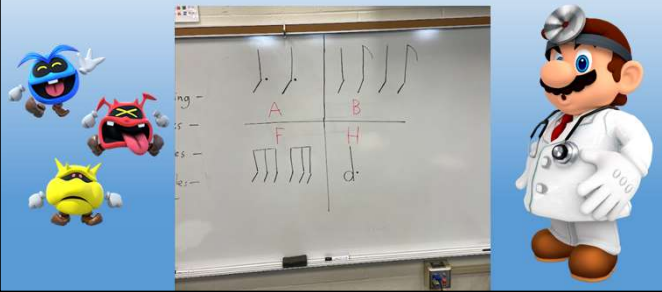
- Basic Information
- Rhythm of the Day
- "Figures"
- Sight-Reading Factory
- Book Exercises
- Concert Music



"Rhythm of the Day"



"Figures"



Sight Reading Factory

Unison Rhythm

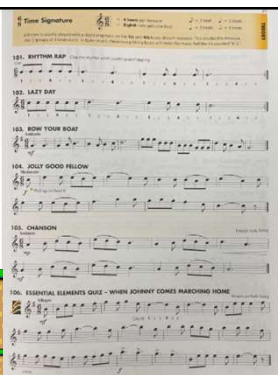


Unison Pitches



Book Exercises

- Tonal and "make sense"
- Easily Assignable in SmartMusic or Canvas
- If used first, kids will play them "by feel"
- If used last, you can mine these for AWHILE



Concert Literature





Lessons from an Italian Plumber

- Scaffold EVERYTHING Immaculately
- Make every idea interactive as fast as humanly possible
- Think about your *loops*:
 - How does the concept broaden? Deepen?
- Seriously: Sight Reading Factory

Principle 2:

Your Kids Are Pathological Narcissists (Just Like You)



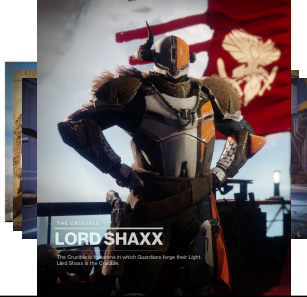
“When you see a group photograph that you are in, whose picture do you look for first?”

- Dale Carnegie

How to Win Friends and Influence People

DESTINY

- Massively Multiplayer FPS
- Absolute pinnacle of psychological manipulation
- Two parts of the game:
 - World exploration/collection
 - Player vs Player
- PvP is hosted/accessed by (squeal!) Lord Shaxx



GAME DEVELOPERS CONFERENCE
GDC

13

Writing Lord Shaxx, *Destiny's* first PVP announcer

Destiny 1's Shaxx (pre-Taken King)

- Drill sergeant announcer
- Delivered critical information but without character/context
- Some lines came across as overwhelmingly negative despite good intentions
- Lacked signature killstreak announcements

BUNDE

March 18-22, 2019
San Francisco, CA

DESTINY 2

GAME DEVELOPERS CONFERENCE
GDC

11

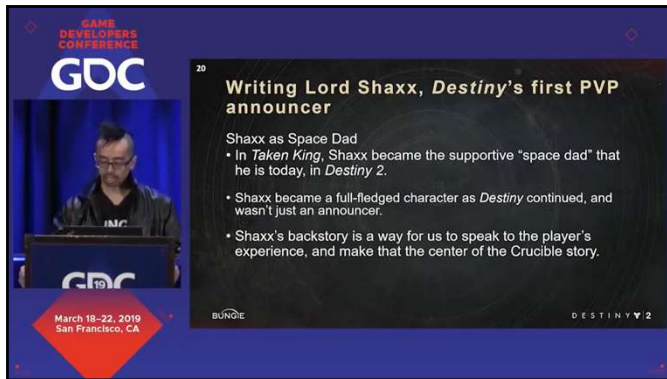
Clip Courtesy: Youtuber "Tha Smoothness"



BUNDE

March 18-22, 2019
San Francisco, CA

DESTINY 2



How to be a Supportive Space Dad

- Center EVERYTHING on the player
 - "Why talk about what we want? That is childish. Absurd. Of course, you are interested in what you want. You are eternally interested in it. But no one else is. The rest of us are just like you: we are interested in what we want." — Dale Carnegie
 - Southwestern Bell Study
 - Richard Bartle Player-Type Theory:
 - Achievers:** Out to take over the world
 - Socializers:** Literally here to hang out with their friends
 - Explorers:** Enjoy searching every nook and cranny
 - Killers:** Ready to draw blood and assert dominance
 - Not every student will be motivated by every game mechanic
 - "Your goal as a good game designer is to provide a rich game world that includes something for **everyone**." — Michael Matera

RSMS Example: Bonuses

- All language is player-centered:
 - "I" can play...
 - "We're"
 - "Your"
- Opportunities for different types of "players" (students)
 - Achievers**
 - More difficult versions of assignments
 - Socializers**
 - Events, trips, parties, playing w/ friends
 - Explorers**
 - Assignments or Bonuses for composition, theory, history, etc
 - Killers**
 - Competitive opportunities: chair tests, competitions/festivals, challenges

Week 11 Assignment

- I can play G-Floor from 9 - 12:15 (Nov 1, 2021 - 1 hour)
- BONUS X1 - 10 Bonus Points (Nov 1, 2021 - 1 hour)
- BONUS X2 - 2 - 10 Bonus Points (Nov 1, 2021 - 1 hour)
- BONUS X3 - 3 - 10 Bonus Points (Nov 1, 2021 - 1 hour)

Week 10 Announcements!

This week we're refining the eighth-quarter eighth (yikes!)

Here's how you can bring home some big points for your house:

- Champion:** Red 413 bonus in Game (100 roll)
- Perform the first two items at 80 bpm to earn some points for your house!
- Explorer:** History Buff (100 roll)
- Tell me briefly (half page or so) about the Romantic period (book it up) and send me a link to a short work you listened to and loved!
- Also keep learning through that www.broadway.com work to keep earning points!
- Warrior:** The Crucible in 15 - 100
- Welcome to the next grand! Signed in class for fame and glory!
- Influencer:** Concert Prep (150 roll)
- Send me a video of you, a metronome, and another musician performing 20 or more bars of either piece - or do it live!
- The "bonus trees" will be open every morning this week for you to see!

How CRAZY Can You Go?

- "Widowmakers" — the hardest things they can barely handle
- "Pathways" — Longer Term Projects
 - Compositions?
 - Improvisation?
 - Online theory programs?
- Pit them against each other LIKE DOGS!!!!
 - Let them square off in class doing anything you like!
 - Make chairs dependent on bonuses rather than one-off tests
- Can either spend hours crafting these things OR NOT!!!!
 - Literally anything is better than nothing
 - If ONE kid does ONE thing, it's a net-positive
 - It is children fighting for imaginary currency — anything is possible

THIS IS AMAZING!

How Shaxx Wins Friends and Influences People

- Center ALL language on the player, their goals and interests
- Find a way to motivate EVERY kind of "player" in your room — not just the top

Principle 3: Reward All Players

SEASON 13 REWARDS

Note: earned Rewards include all lower Rewards.

...but don't reward them equally

“Men are ruled by toys.”

– Napoleon Bonaparte



Rocket League's Dopamine Bonanza

Time-Gated Challenges

Tiered Rewards



COMPETITIVE RANKS



HOW TO RANK UP



105. NATURALLY

10 pts

10 pts

Aligns w/
Playing Test
(50 pts)

KEY OF E: In this key signature, play all B's, E's and A's.

1.

10 bonus pts

10 bonus pts

Scale Pattern 1 *articulations:

10 bonus pts

RSMS Example: “Game of Horns”

- Students divided into “Houses”
 - Winning House gets spot on engraved perpetual trophy
 - Points initially given for Sigils (social/creative) and Anthems (composition)
 - Points given weekly for bonuses
 - Also: Impromptu bonuses!
 - “The Crucible”
 - Four major scales, one take, no mistakes
 - New tempi for warm-ups/technical exercises
 - Literally modify the rules at any time (as long as it’s fair...)
- “Donuts with Directors”
 - Donuts for the top 10 point earners
 - Displayed weekly with point totals!
 - Two donuts for top 5, etc
- Chairs = Status
 - Awarded by academic points accrued (encourages bonus work)
 - Benchmark assignments completed early give huge advantage!



THE CLARIBESTS

THE BEST OF THE BEST

Claribest Anthem
THE BEST SONG OF THE

Addie, Jack, Andrew, Anna,
Madeline, and Amanda

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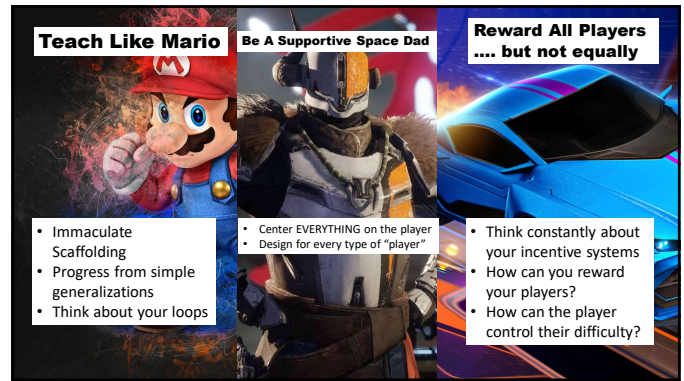
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Treat Your Kids Like They Bought the “Season Pass”

- ALWAYS be thinking about their incentives
- Find ways to reward everyone, but not equally
- Find ways for THEM to adjust the difficulty

A vibrant, stylized illustration of a blue sports car, possibly a Lamborghini, with pink and purple racing stripes. The car is shown from a low angle, driving on a track at night. The background features a dark sky with a bright orange and yellow light source, creating a dramatic, high-contrast scene. The car's headlights are on, and the track surface is illuminated with blue and purple light trails.



He's Almost Done Talking!

- You're already slaying your gig – you don't need to overhaul everything!

...(unless you want to!)

- There's no formula here – this is a lens, not a silver bullet
- LITERALLY MAKE IT UP AS YOU GO ALONG
- None of this is "for believing," all of this is "for testing"



"Design is one of these fields where, you know, you're basically committing yourself to life-long learning... Don't get too dogmatic in any approach... any philosophy. It's really about being adaptable and flexible and open-minded and looking ahead - you know, not too far - but far enough ahead you get some sense of, okay, I think in three years we'll be going there, or there, and assume that you're standing on shaky ground."

- Will Wright

Brilliant People I Stole All Of This From

- *Design Club* (YouTube Channel) – "Extra Credits"
- *Explore Like a Pirate: Gamification and Game-Inspired Course Design to Engage, Enrich, and Inspire Your Learners* (Book) – Michael Matera
- *How to Win Friends and Influence People* – Dale Carnegie
- "This is Amazing!" Writing the Supportive Space Coach in "Destiny" (GDC Presentation) – Jonathan To
- *What Videogames Have to Teach Us About Learning and Literacy* (Book) – James Paul Gee
- *Will Wright Teaches Game Design* (Masterclass) – Will Wright

