

Gamification & Interactive Components

What is gamification?

Adding intentional elements of challenge, choice, participation, or friendly competition to increase engagement

What can this look like?

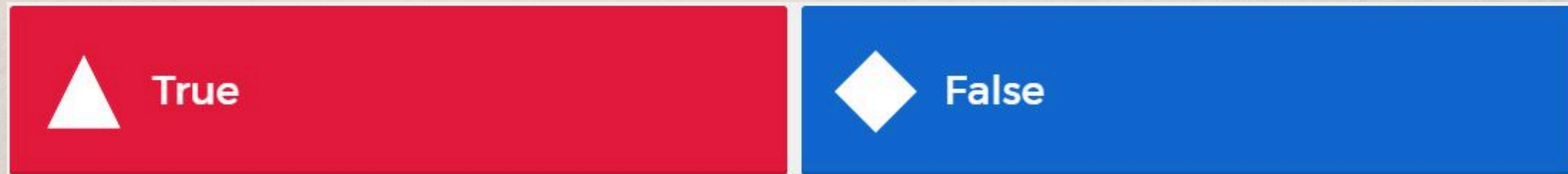
- Live polling
- case challenges
- role-based simulations
- Interactive Q&A
- scenario decision rounds
- team competitions
- structured movement activities

The goal is not entertainment, it's active learning.

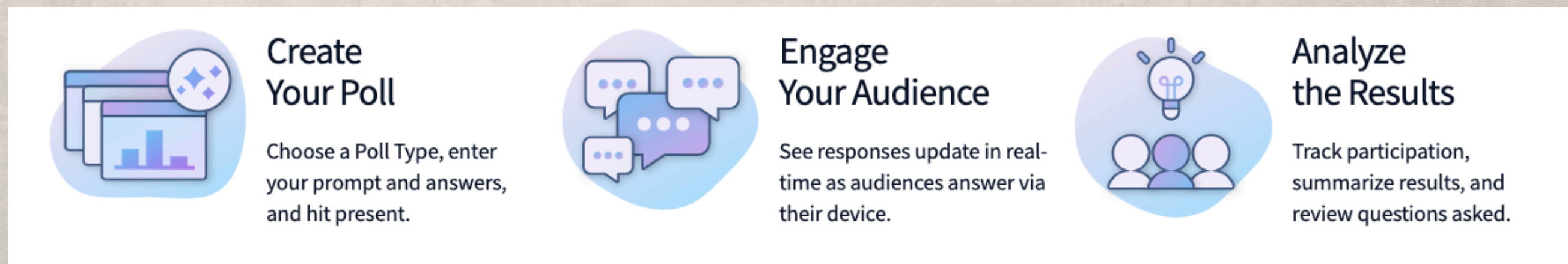
For Policy, Conduct, or Operations Sessions

Goal: Make learning practical and applied.

- Myth vs Fact quiz on Kahoot



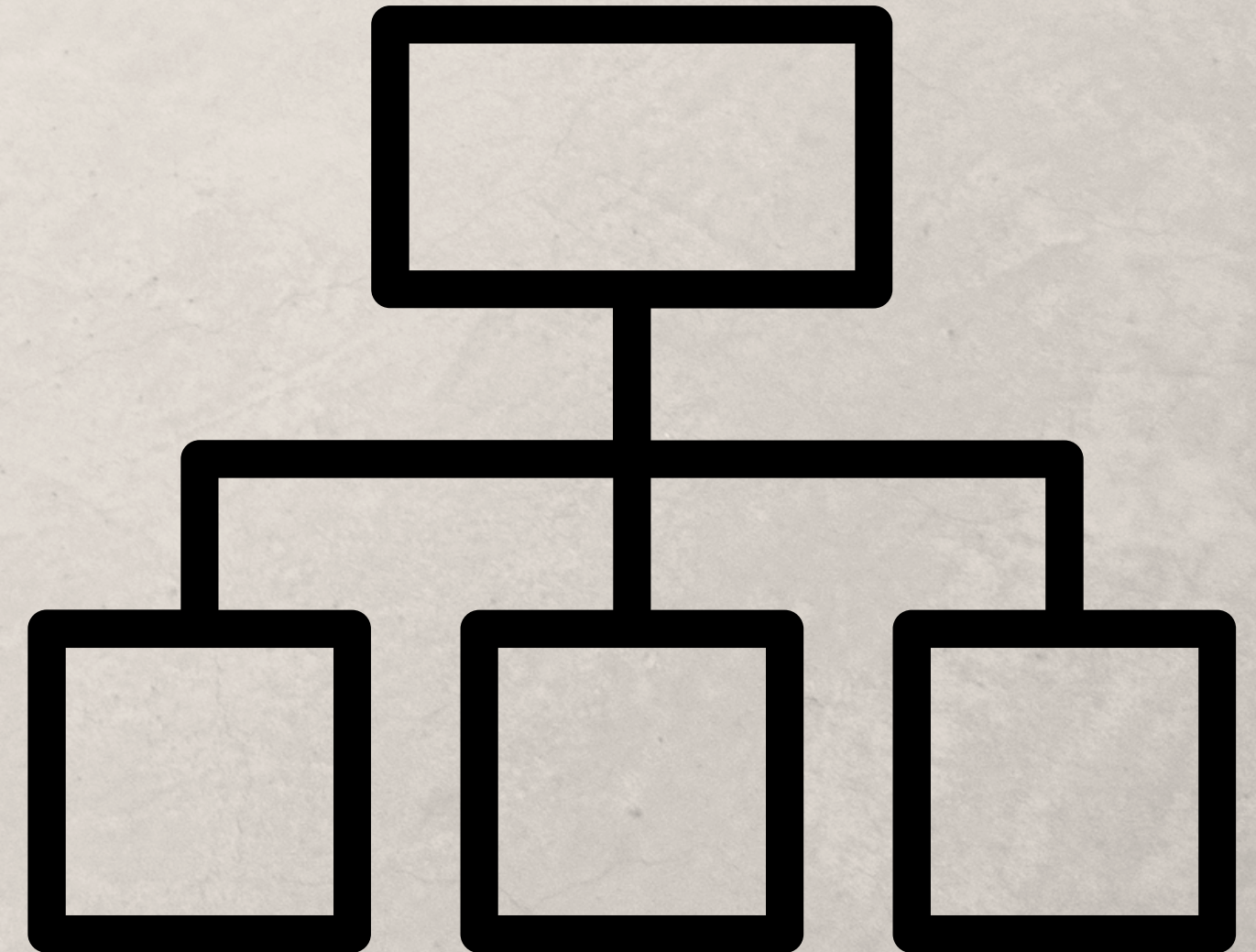
- Scenario-based polling with Poll Everywhere



Policy, Conduct, or Operations Sessions

Goal: Make learning practical and applied.

- “What would you do?” branching
decision paths
- Small-team case competitions
- Keep quizzes short, 3-5 strong
questions max

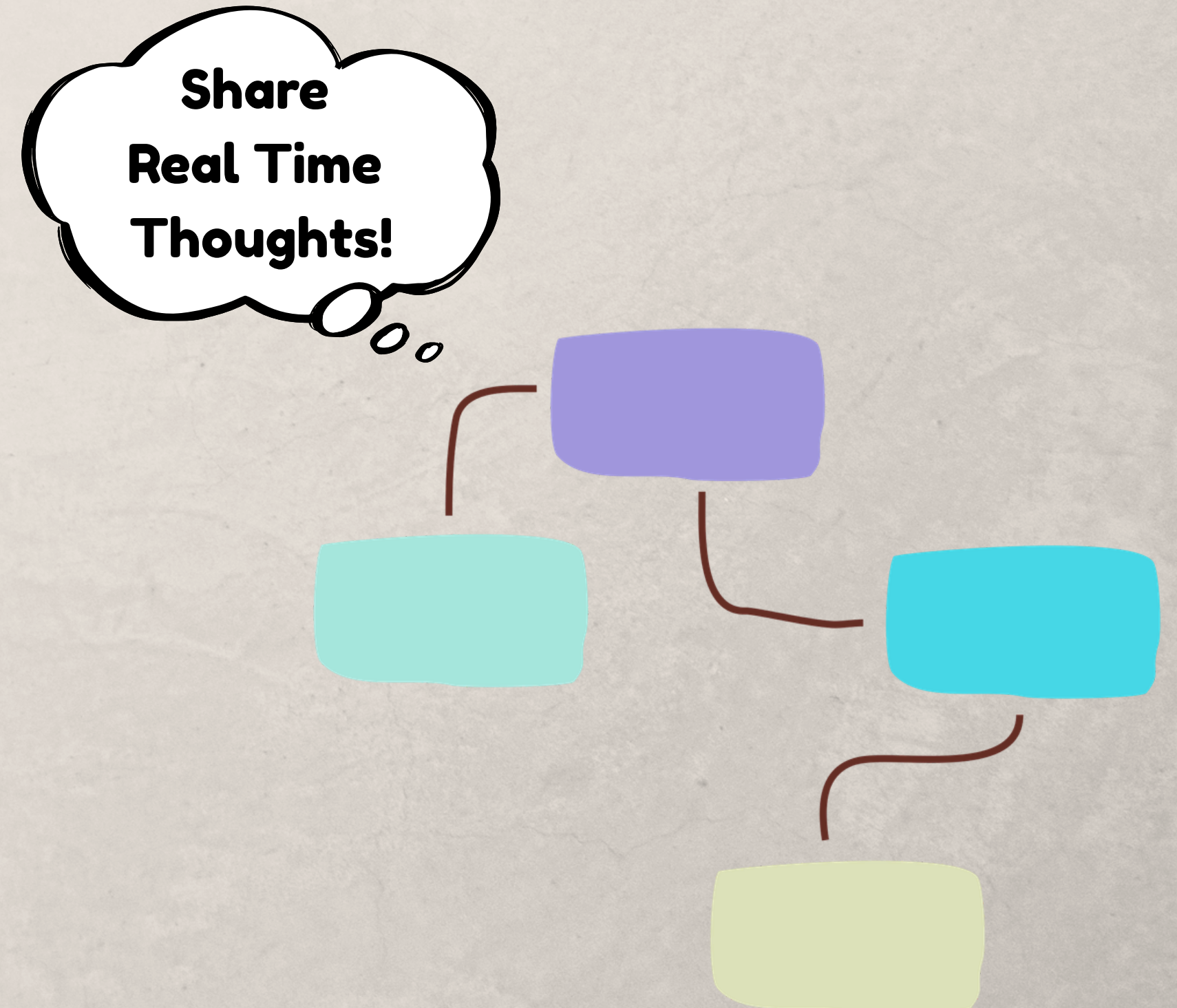


For Supervision & Leadership Development

Goal: Encourage perspective-taking and design thinking.

- Role cards (RA, facilities, parent, administrator, etc.)
- Collaborative mapping in

Miro



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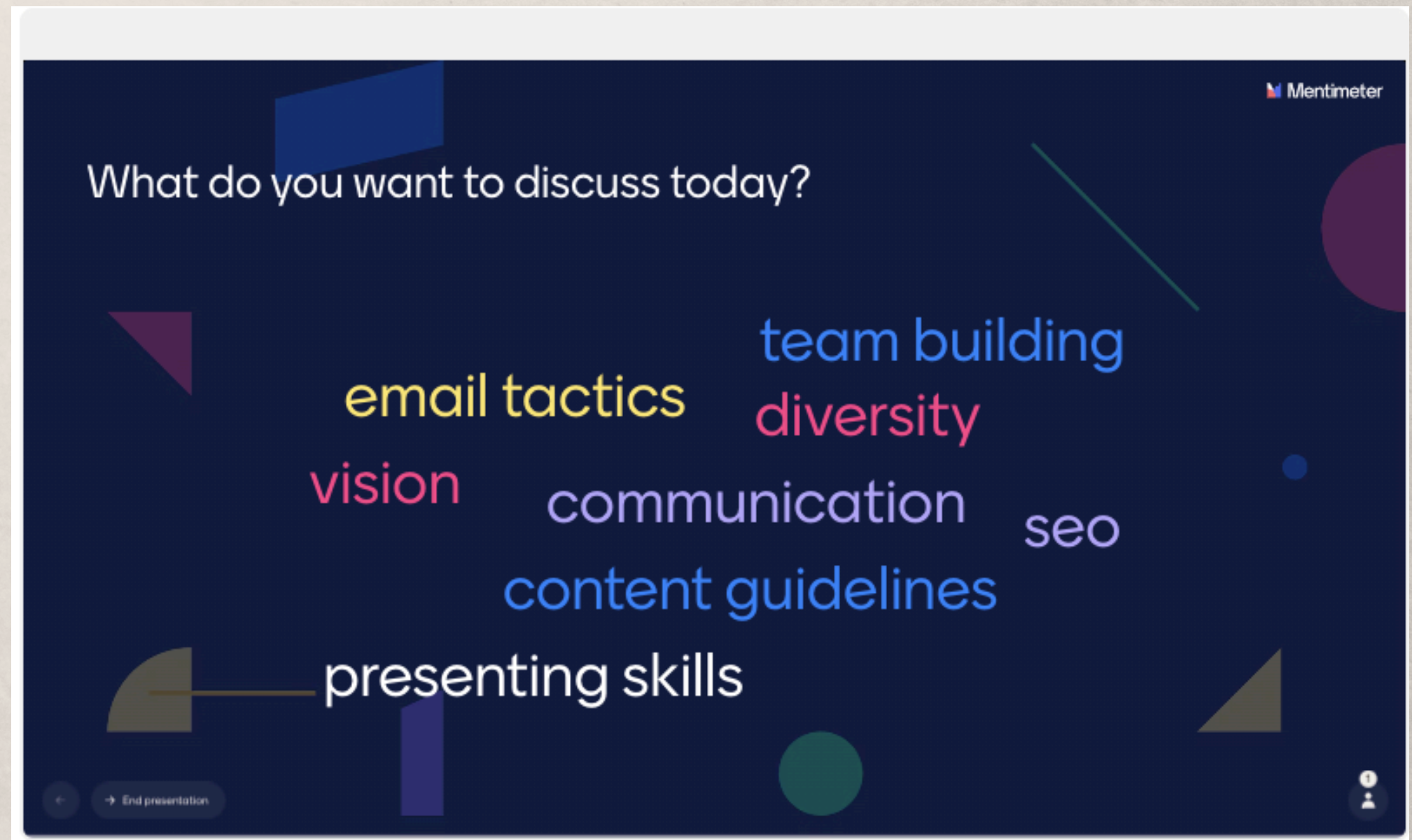
- Reflection boards using Padlet
- Table challenges: redesign a struggling hall community
- Sticker voting on best solutions



For DEIB & Climate Conversations

Goal: Create structure and psychological safety.

- Shared reflection board on Padlet
- Structured small-group prompts
- Anonymous word clouds
with Mentimeter



For DEIB & Climate Conversations

Goal: Create structure and psychological safety.

- Perspective swap activities
- Values ranking exercises

Tip: Anonymity tools can increase
honest and depth



For Roundtables & Highly Interactive Formats

Goal: Design for movement and shared ownership.

- Speed rounds
- Gallery walks with peer voting
- “Build the Model” design challenge



For Roundtables & Highly Interactive Formats

Goal: Design for movement and shared ownership.

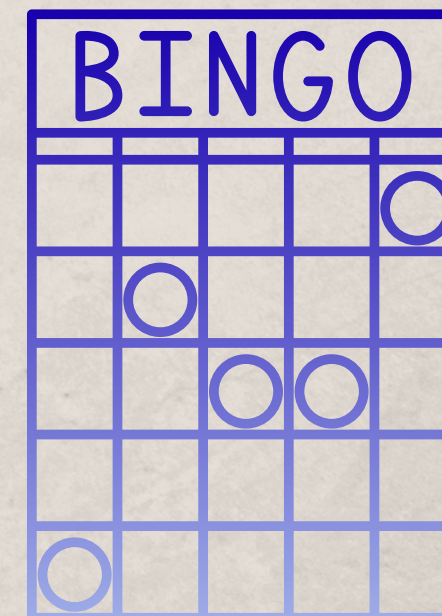
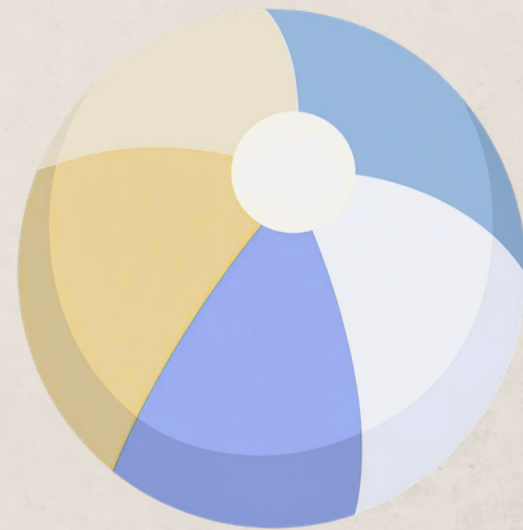
- Team scoring with Wayground (formerly Quizziz)
- Scenario submission in advance with Google Forms



Low-Tech Tips & Activities

Remember: Technology is helpful, not required.

- Beach ball question toss
- Sticker voting walls
- Bingo cards
- Flip chart challenges
- “Choose your path” slide voting by show of hands.



Low-tech options often feel more relational and less screen-heavy

How-to: Embed & Logistics

- how to embed
- things to consider if you don't know where to start
 - how to use AI
 - ChatGPT, Gemini, etc
 - Creating prompts
 - Considering FERPA

Things to Remember:

- Make it purposeful
- Every interactive element should reinforce a learning objective.
- Keep instructions clear.
- Ambiguity slows energy.
- Avoid overuse.
- One or two strong engagement moments > constant interruption
- Post-activity debriefs drive the point home.
- Always connect the activity back to application in campus housing work.