

Gamifying academic integrity education

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Type: Workshop

Section: Academic Integrity projects and applications

Abstract:

One of the central values motivating Ryerson University's academic integrity policy is education. Part of the mandate of Ryerson's Academic Integrity Office (AIO), a centralized office, is to provide this education to all students, faculty and staff, university-wide. The AIO is currently in the process of developing an interactive set of online modules using the principles of gamification that will help to provide this education to the Ryerson community. Taken from the first-person perspective of a Ryerson student, these online modules, or games, will address issues such as plagiarism, contributing to academic misconduct and cheating. Throughout, the player will be asked to make a decision that will affect their progress in the game and learn about the consequences associated with that decision. In this workshop we will take participants through the process of developing these interactive modules. Workshop participants will assume the role of student and will have the opportunity to "play the game," as the various decision points that the student or player will have to make, along with the associated consequences, will be demonstrated. Participants will gain insights into gamification as an approach to academic integrity education.

Keywords: Academic integrity education, gamification.