Contribution ID: **61**   Type: 個人の発表 / **Individual Presentation**

Moodle AI-enhanced Gamification with World Bank's Evoke Project

AI generated characters and images for student gaming in SDG is being used in Moodle environment by a World Bank project called, "Evoke". Evoke is an award-winning educational experience that uses project-based learning, game mechanics, graphic novel content and storytelling designed to engage young people and inspire them to solve global challenges while developing 21st Century skills. In this lightning presentation, I will re-tell the story of head programmer, Willian Mano, who built the Evoke gaming world into Moodle and illustrate the innovative aspects of it. The four major innovations involve storytelling around SDG problems, badge design and principles, and coin awards that can be used in a learning 'marketplace'.

発表の種類 / Presentation type

ケース・スタディー（２０分）/ Case study (20 mins)

これは商業的な発表会なのか？/ Is this a commercial presentation?

非商用 / Non-commercial

発表日の希望 / Preferred day

2 月 17 日（土）/ February 17 Saturday

Session Classification: 2105 号室 / Room 2105

Track Classification: Moodle による学習分析と A.I. / Learning Analytics & A.I. with Moodle