

WELCOME TO

ECMC NATIONAL TRAININGS

Beyond the Brochure

College Prep Through Interactive Games



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Presenters



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Agenda

- Icebreaker
- Why We Use Gamification
- ECMC Created and Curated Games
- Build Your Own Games With Free Tools
- AI Game Creation Starter Prompt
- ADDIE Model
- Examples
- Worksheet
- Game Demo



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Ice Breaker

1. Pair up and choose a word combination.
2. You have 60 seconds to come up with a game idea

Scholarships + Zombies

FAFSA + Escape Room

Majors + Monsters

College Admissions + Quiz Show

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Why Use Interactive Games?

“Gamification not only enhances cognitive engagement but also improves memory retention and critical thinking skills, establishing it as a versatile tool for addressing diverse educational needs” (Celasun & Kaya, 2025).

“Game-based learning allows students to communicate with other participants and discuss game-related moves; this increases coordination which, in turn, improves social association skills” (Adipat et. Al., 2021).

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What Does The Research Say?

01

Improves learning outcomes significantly
Effect size $g = 0.822$ across 41 studies.
Source: Li et al., 2023 - [Frontiers in Psychology](#)

02

Boosts cognitive and attitudinal outcomes
Large effect on cognition ($d = 0.875$) and attitudes ($d = 0.748$).
Source: Slamet & Meng, 2025 - [Journal of Computers in Education](#)

03

Raises success and retention rates
Success +39%, excellence +130%, retention +42%.
Source: Lampropoulos & Sidiropoulos, 2024 - [Education Sciences](#)

04

Enhances engagement and motivation
15-30% improvement in academic outcomes.
Source: Pandey et al., 2025 - [International Journal of Social Impact](#)

05

Improves knowledge retention
Gamified mobile apps boost retention among first-year students.
Source: James et al., 2024 - [Accounting Education](#)

06

Benefits all education levels
Improves motivation, collaboration, and problem-solving.
Source: Celasun & Kaya, 2025 - [ERIC](#)

07

Accelerates performance gains
One month of gamified math = over a year of traditional learning.
Source: Reflex Study, 2025 - [ExploreLearning](#)

08

Strengthens teamwork and social interaction
Improves communication and collaboration skills.
Source: Adipat et al., 2021 - <https://doi.org/10.46328/ijte.169>

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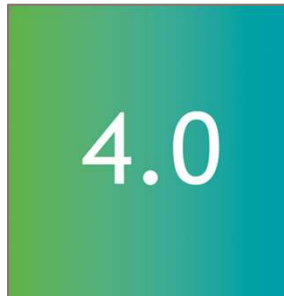
ECMC Created and Curated Games

FAB Life Game



SCAN ME

College Admissions Race Game



Match Game



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Build Your Own Games

Build your own games on any subject using free tools

01

Mentimeter
Quiz-style games with multiple choice questions
www.mentimeter.com

04

Canva
Used to design game boards, cards, and visuals
www.canva.com

02

Google Slides and Hyperlinks
Create branding scenarios and choose your own adventure games

05

Microsoft Copilot or Chat GPT
Used to create and revise games
www.chatgpt.com

03

Flippity
Converts Google Sheets into games like flashcards and board games
<https://flippity.net/>

06

Kahoot
Quiz-style game that supports collaboration
<https://kahoot.com/>

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Build Your Own Games

Build your own games on any subject using free tools

07

Quizlet
Flashcards, games, practice tests
<https://quizlet.com/>

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Deck Toys
Interactive lesson platform with gamified activities, puzzles, and multimedia
<https://deck.toys/>

08

Padlet
A collaborative platform where users can post and organize content like text, images, links, and video
<https://padlet.com/>

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Popplet
Visual thinking tool where you can create mind maps and concept diagrams in a collaborative space
<https://www.popplet.com/>

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Genially
Interactive content creation tool for presentations, infographics, games, and visual stories
<https://genially.com>

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Blooket
Create or use ready-made question sets, play live or asynchronous games
<https://www.blooket.com/>

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Build Your Own Games

Build your own games on any subject using free tools

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Baamboozle
Free educational games, simple interface, good for team play
<https://www.baamboozle.com/>

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Jeopardylabs
Create Jeopardy games
<https://jeopardylabs.com/>

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Educaplay
Free platform to create interactive games
<https://www.educaplay.com>

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SchoolAI
Quests, challenges, game rooms, premade spaces
<https://schoolai.com>

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My Free Bingo Cards
Generate bingo cards for digital use or print
<https://myfreebingocards.com/>

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Slideegg
Customize a free Family Feud template
<https://www.slideegg.com/powerpoint/family-feud-powerpoint-templates>

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Build Your Own Games Using AI

We can also build our own games using artificial intelligence, such as Microsoft Copilot or Chat GPT. But first, we need to gather the information needed to develop an effective prompt.



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ADDIE Model

- A** Analysis Phase
- D** Design Phase
- D** Development Phase
- I** Implementation Phase
- E** Evaluation Phase

The ADDIE model provides a structured framework for integrating gamification into learning.

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Analysis Phase

Analysis Phase: Questions

- Who are your learners?
- What are the overall goals you are trying to achieve?
- What does your student data say about learning gaps?

Analysis Phase: Questions

Learners = High school seniors and college freshmen and sophomores

Goals = Instruct students on the purpose and content of the MN Transfer Curriculum

Data = Students at my institution who want to transfer to a MN State College or University are taking classes that won't transfer

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Design Phase

Design Phase: Questions

- What are the game objectives?
- What skills or outcomes are you hoping to achieve?
- What media/resources will be used to achieve the objectives?
- How will you assess students' understanding of the material?

Begin by identifying the core topic(s) students need to understand:

- College planning and admissions
- Financial aid and FAFSA
- Scholarships
- Transfer pathways
- College success strategies

Design Phase: Questions

Objectives

Students will identify courses in each MNTC goal area. Students will identify the skills in courses that correspond to each goal area.

Media/Resources

Canva
Flippity
Microsoft Copilot AI
Google Docs

Outcomes

Students will recognize the number of credit hours required for each goal area so they won't take classes that won't transfer.

Assessment

Students will complete a brief survey at the end identifying one thing they learned from the game

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Design Phase: Choose Game Formats

Trivia/Quiz Games

Purpose: Reinforce facts, terminology, quick recall
Free Online Tools: Quizlet, Google Forms

Digital Escape Rooms

Purpose: Immersive learning, problem-solving, teamwork
Free Online Tools: Genially, Google Forms, Google Docs, Google Slides, Deck Toys

Scenario-Based Games

Purpose: Decision-making, critical thinking, applying concepts
Free Online Tools: Padlet, Whiteboard, Google Docs, Popplet

Card-Based Games

Purpose: Flexibility
Free Online Tools: Canva, Flippity Matching Game, Google Slides

Board Game Style

Purpose: Group Interaction
Free Online Tools: Flippity board games, Canva, Google Slides

Worksheet-Based Challenges

Purpose: Track progress, reinforce learning
Free Online Tools: Google Sheets, Canva

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Design Phase: Choose Game Formats

College Planning & Admissions

- Scenario-based decision-making (e.g., choosing between schools based on fit)
- Timeline challenges to help students visualize key milestones from high school to college
- Interactive quizzes on admissions terminology and processes

Transfer Pathways

- Pathway mapping activities to visualize transfer routes and articulation agreements
- Credit transfer puzzles to understand how courses carry over
- Role-playing scenarios where students navigate advising sessions and transfer fairs

Financial Aid & FAFSA

- Offering myth-busting mini-games to correct common misconceptions
- Creating budget-building challenges to show how aid impacts affordability
- Digital or classroom escape rooms with puzzles based on FAFSA steps and deadlines

College Success Strategies

- Time management simulations balancing academics, work and social life
- Campus resource quests to discover tutoring, counseling, and student support services
- Goal-setting challenges that help students define academic and personal success

Scholarships

- Matching games that pair students with scholarships based on interests and demographics
- Essay-writing simulations with feedback loops
- Scavenger hunts for scholarship opportunities using real-world tools and databases

Example MN Transfer Curriculum

- **Game Format**
- Board-game style for in-person groups
- Card-based game for virtual students

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Development Phase

Development Phase: Questions

How should the content be organized?
How complex should the game be?
How long should it take?
Are you building the game off of a document or presentation? If so, upload that as well.

Create draft questions, scenarios, and challenges tailored to each topic. This includes:

- Realistic student situations
- Common myths and misconceptions
- Key deadlines and processes
- Interactive elements like timers, scoreboards, and team play

Development Phase: Questions

I will need a worksheet for each player with two columns. On the left will be each goal area 1-10. The right will be blank for players to fill in the correct courses. I will need action cards for all goal areas with a question and three options to choose from like this:

Goal Area 3: Natural Sciences
Which course best fulfills this goal area?
A. Sociology
B. Art History
C. Introductory Biology

Scenario:
You attended a transfer workshop. Way to go! Choose one goal area and mark it complete.

I will need at least 5 cards for each goal area and 20 different scenario cards, both positive and negative.

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Implementation Phase

Implementation Phase: Questions

- How do I introduce the game?
- How do I use Slides or other presentation media?

Implementation Phase: Questions

1. Use Copilot to create the game and include a simple facilitator guide.
2. Use Canva to design the worksheet and create the printable cards.
3. Use Flippity for the digital version of the cards.
4. Use Google Docs for the digital worksheets.

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Evaluation Phase

Evaluation Phase: Questions

- How do I know if my game has been successful?
- Who should review the game before it is presented to students?
- What changes should be made to improve the game after it is presented?

Test the games with students or staff and gather feedback on:

- Clarity of instructions
- Engagement level
- Educational value
- Technical or logistical issues

Use this feedback to revise content, adjust pacing, and improve accessibility.

Evaluation Phase: Questions

Trial 1 (In Person) - Everything went great! Process, time, rigor.

Trial 2 (Virtual) - Didn't go fast enough, questions were too easy. Need HS and College decks. Speed it up with Polling (Which course is correct? A, B, C)

Trial 3 (Virtual) - Created the Mentimeter question and duplicated it multiple times

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Evaluation Phase: Refine and Finalize

Evaluation Phase: Refine

Deploy the game in various settings and continue to refine it based on student responses and evolving needs. Based on playtesting, refine components:

- Streamline game mechanics
- Update visuals and formatting
- Add facilitator guides and answer keys
- Create printable and digital versions
- Ensure the final products are ready for use in workshops, webinars, and outreach events

Evaluation Phase: Refine

Student Feedback

"The game was fun, but it took too long for someone to win."

- The number of action cards was reduced so students wouldn't draw as many from the same goal areas

"Include more scenarios such as losing a turn or winning a goal area."

- An extra page of scenarios was added

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Game Creation Starter Prompt Worksheet

Build a game to teach students about _____ (topic). The game should reinforce key concepts, be engaging, and suitable for _____ (grade level, age group). The game should be available for students both in person and online. Student data suggests more training is needed in the area of _____. I have _____ minutes available during the class period for this activity. The objective of the game is _____. The expected student outcomes include _____. The following free resources are available to me to develop games: _____. The activity should assess students' understanding of _____. The content should be organized in a simple manner with a step by step facilitator guide. The game should incorporate the concepts included in the attached [presentation/document/website](#).

Upload your presentation or resource guide to Copilot with this prompt.

Enhance your prompt with additional information:

- Suggest a game format that fits the topic and audience (e.g., quiz, scenario-based, board game, escape room).
- Create sample questions, challenges, or scenarios based on the material.
- Recommend ways to make the game interactive (e.g., team play, timers, prizes).

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Example

First Prompt

I have a PowerPoint/document that covers the Minnesota Transfer Curriculum. I want to turn this into an interactive educational game for students about the ten goal areas. The game should reinforce key concepts, be engaging, and suitable for high school and undergraduate students both in person and online. Include a simple facilitator guide or instructions for running the game.

Second Prompt

Include action cards with multiple choice questions on most that indicate a goal area and provide three course options to guess which one fits in that goal area. Some action cards should include losing a turn while others should tell players that they get to mark off one or more goal areas. Each participant should have a worksheet with all ten goal areas in the left column and space to check off that goal area when they answer action card questions correctly.

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Important AI Reminders

- Never input personal or student information-
 - Whether it is generative AI, a closed, or open system, assume everything entered is public
- Be very specific, and clarify
 - AI is a smart tool, but not a human- it processes data, not meaning
- Check all information before sharing
 - AI results can be biased, inequitable, and unreliable
 - Ask for citations if you are unsure of information's legitimacy

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Example

Copilot produced this worksheet and it was improved upon in Canva.

MnTC Quest Participant Worksheet

Check off each goal area as you complete it during the game.

1. Communication	☐
2. Critical Thinking	☐
3. Natural Sciences	☐
4. Math/Logical Reasoning	☐
5. History & Social Sciences	☐
6. Humanities & Fine Arts	☐
7. Human Diversity	☐
8. Global Perspective	☐
9. Ethical & Civic Responsibility	☐
10. People & the Environment	☐

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Example

Copilot produced one example for each goal area, and when asked, provided ten examples for each goal area. Then those cards were created in Canva.

MnTC Quest Action Cards

Goal Area: 1. Communication

Question: Which course best fits the Communication goal area?

- A. Interpersonal Communication
- B. Calculus I
- C. Environmental Science

Outcome: Earn a goal area check

Goal Area: 2. Critical Thinking

Question: Which course best fits the Critical Thinking goal area?

- A. Logic and Reasoning
- B. Painting 101
- C. World Geography

Outcome: Earn a goal area check

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Example

MnTC Matchup Game

Instructions

- Each player receives a MnTC Matchup worksheet.
- Each player will draw an action card for each round.
- Each card includes a question about a goal area or an action to be taken.
- If the player gets the answer correct, they will include that course on their worksheet.
- Players only need one course for each goal area in this activity.
- The first player to complete all 10 goal areas wins the game!

Learning Objectives

- Participants will identify courses in each MnTC goal area.
- Participants will identify the skills in courses that correspond to each goal area.

ACTION

Goal Area 1: Communications
which course best fulfills this goal area?

- A. College Writing
- B. World History
- C. Introductory Biology

Scenario:

Yay! You completed a summer course that fulfills Goal Area 7. Mark that goal area complete.

Scenario:

Yay! You completed a summer course that fulfills Goal Area 7. Mark that goal area complete.

MnTC Matchup Worksheet

When you answer a course question correctly, write that course in the right-hand column to fulfill that goal area. If you draw a scenario that gives you credit for a goal area, indicate that in the right-hand column.

Goal Area 1: Communications	
Goal Area 2: Critical Thinkin	
Goal Area 3: Natural Sciences	
Goal Area 4: MathLogical Reasoning	
Goal Area 5: History and Social Sciences	
Goal Area 6: Humanities and Fine Arts	
Goal Area 7: Human Diversity	
Goal Area 8: Global Perspective	
Goal Area 9: Ethical and Civic Responsibility	
Goal Area 10: People and the Environment	

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Worksheet Questions for AI Prompt

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AI Game Prompt Worksheet

Complete this worksheet and include your responses in the starter prompt at the end.

Questions	Your Response
Analysis	
Who are your learners? What are the overall goals you are trying to achieve? What does your student data say about learning goals? Should the game be developed for students in person, online, or both?	
Design	
What are the game objectives? What skills or outcomes are you hoping to achieve? What media/resources will be used to achieve the objectives? How will you assess students' understanding of the material?	
Development	
How should the content be organized? How complex should the game be? How long should it take? Are you building the game off of a document or presentation? If so, upload that as well.	
Implementation	
How do I introduce the game? How do I use Slides or other presentation media?	

Evaluation
How do I know if my game has been successful? Who should review the game before it is presented to students? What changes should be made to improve the game after it is presented?

Starter Prompt

Build a game to teach students about _____ (topic). The game should reinforce key concepts, be engaging, and suitable for _____ (grade level, age group). The game should be available for students (in person/online). Student data suggests more training is needed in the area of _____. I have _____ minutes available during the class period for this activity. The objective of the game is _____. The expected student outcomes include _____. The following free resources are available to me to develop games: _____. The activity should assess students' understanding of _____. The content should be organized in a simple manner with a step by step facilitator guide. The game should incorporate the concepts included in the attached presentation/document/website.

Example
Build a game to teach students about what to do when they get to campus. The game should reinforce key concepts, be engaging, and suitable for first semester college students. The game should be available for students both in person and online. Student data suggests more training is needed in the area of time management. I have 20 minutes available during the class period for this activity. The objective of the game is to know where to find campus resources. The expected student outcomes include increased confidence in understanding campus resources. The following resources are available to me to develop games: Canva, Google Slides, Flipcity, Google Forms. The activity should assess students' understanding of campus resources. The content should be organized in a simple manner with a step by step facilitator guide. The game should incorporate the concepts included in the attached presentation.



SCAN ME

<https://bit.ly/ECMCAIprompt>

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Let's Play!

College Admissions Race Game

4.0

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NT EDUCATOR SERIES SURVEY



Thank You!

**We appreciate your
taking a moment to
complete our survey.**

<https://bit.ly/NTESpost>

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