Πάνελ ΙΙ: «Παιγνίου και Εργατών γωνία»

Ντόρα Αγγελοπούλου

Founder | Learning & Development Architect

Overview

1. **What we do**

2. **What we have experienced**

3. **What we think about gamifying work processes**

What we do

Experiential Games

What we do

Kolb's Learning Cycle

Concrete Experience
(Doing / Having an experience)

Reflective Observation
(Reviewing / Reflecting on the experience)

Abstract Conceptualisation
(Concluding / Learning from the experiment)

Active Experimentation
(Planning / Trying out what you've learned)
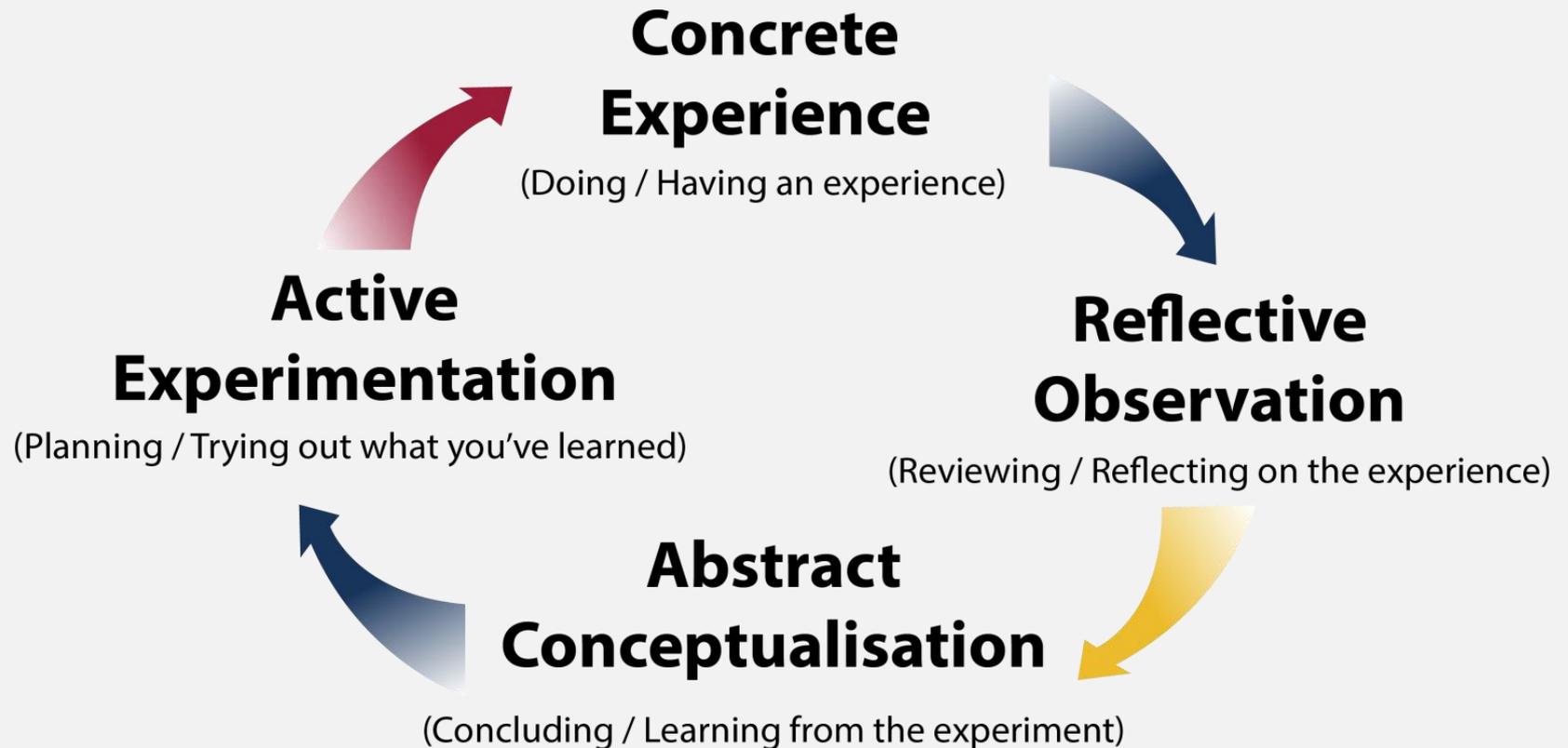
David A. Kolb (1984)

Mature Playfulness

Playfulness is not about being manically positive.
Playful maturity **embraces life in all its suffering and complexity** and it sees it all as part of the playground.

Gwen Gordon | Emmy award winning creative director
Independent scholar and consultant

What we have experienced

It's a superfood

- Grows brains
- Reduces stress
- Prevents ADHD
- Improves circulation
- Stimulates the whole brain
- Increases optimism
- Prevents stress
- Increases creativity
- Improves problem solving abilities
- Trains for the unexpected
- Increases flexibility
- Makes us more adaptable
- Creates culture
- Adds to lifespan

- Prevents dementia
- Prevents obesity
- Increases attractiveness
- Develops resilience
- Improves overall well-being
- Improves executive function
- Regulates the nervous system
- Creates connections
- Strengthens community
- Makes relationships last
- Increases resourcefulness
- Improves collaboration
- Strengthens immune system
- Is the basis for all innovation

Gwen Gordon

Experiential games promote:

Positivity

Flexibility

Cooperation

Creativity

Definition of Play

Self-chosen and **self-directed**

Intrinsically motivated
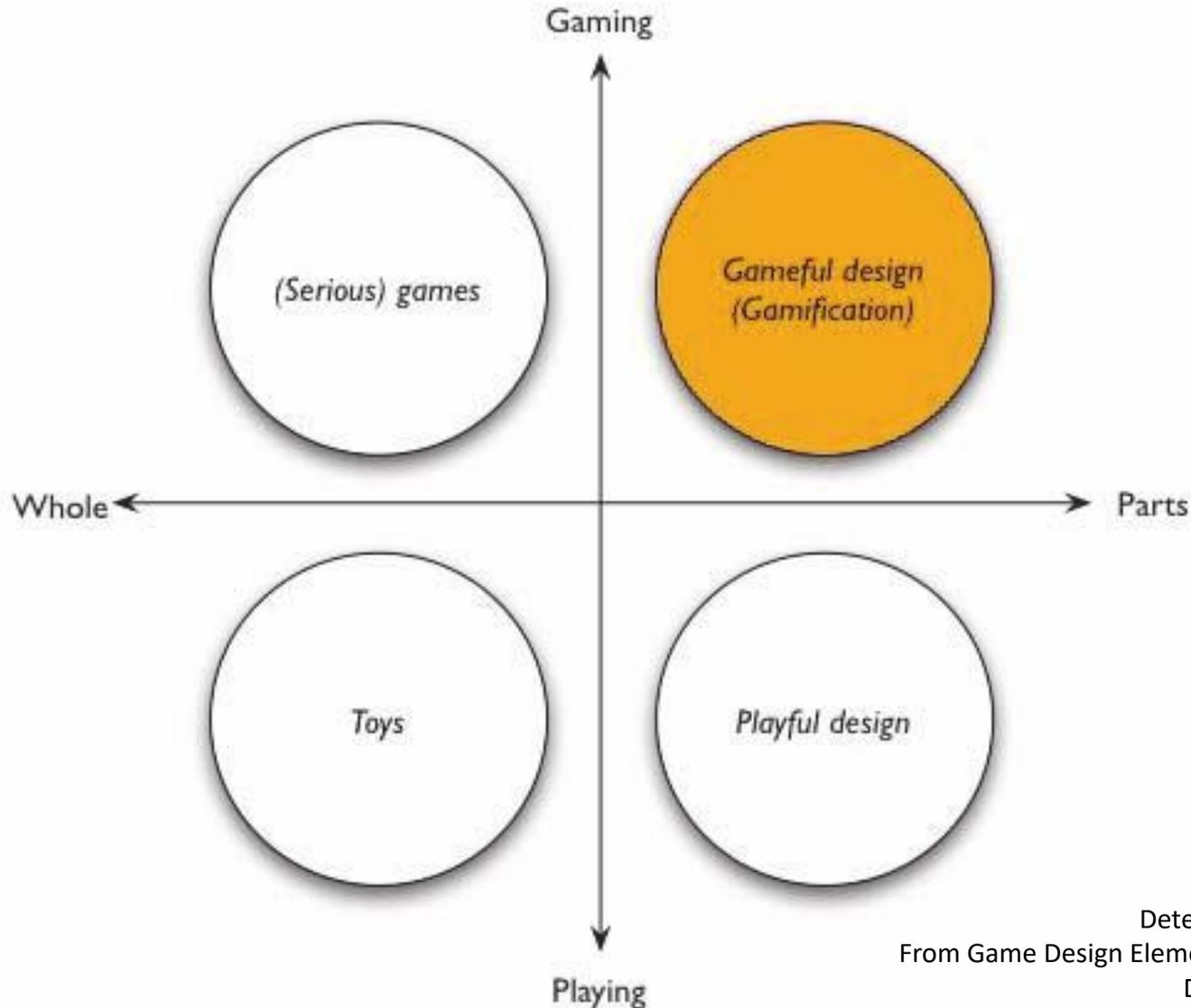
Guided by **mental rules**

Imaginative

Conducted in an alert, active, but relatively **unstressed** frame of mind

Peter Gray | Research Professor, Boston University
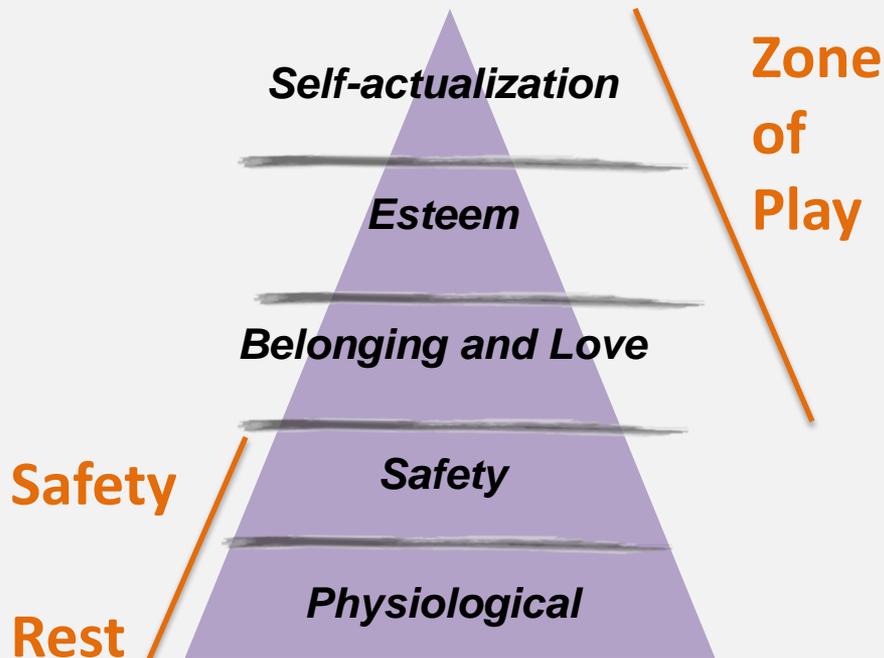Evolutionary Developmental Psychologist

What we think

Deterding, S., et al (2011)
From Game Design Elements to Gamefulness:
Defining Gamification

What we think

Maslow's hierarchy of needs

Self-actualization

Esteem

Belonging and Love

Safety

Physiological

Zone of Play

Safety

Rest

Play breaks

Toys

Gamify challenges

Embrace playfulness

Closure

"When we play we catch a glimpse of our unbounded, true nature."
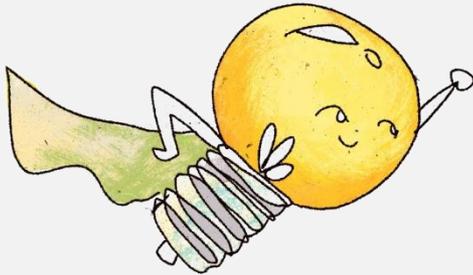
Gwen Gordon

Game Tree
AN EXTRAORDINARY TRAINING EXPERIENCE!

Thank you!

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