Pedagogical Toolbox
Gameplay tools

Game mechanisms: items collection

Explanation of the mechanism:

Collecting points is a game mechanism that enables players to establish their status and evaluate their advancement. Points collection serves as a progression indicator. You can tailor it to fit various elements (items, decorations, characters…) without altering the game or the homework adventure in their essence. However, these points must add value to the game (gameplay/aesthetic/rarity value…), and they must be engaging so that the player understands the purpose of their collection.

Note that points can sometimes also be lost and not only gained.

Using character collection:

For instance, one of the easiest systems is the items' collection. Once, in our case, an activity or a question has been answered, you can reward the students with a point that will take the form of an item. Depending on your story, you can decide that these items will be embedded by characters and creatures who will accompany and support the students within their adventure. Collecting characters is a mechanism widely spread in several games, such as Pokemon for instance, where the players collect creatures to assess their progress in the game.

These characters can, for instance, provide them with hints or additional information to support the players in challenging situations. The specificity and help of these characters can be shaped according to their skills and abilities, which will orient the player towards one direction or another.