

Pedagogical Toolbox

Gameplay tools

Game mechanisms: Easter egg or sudden rewards

Explanation of the mechanism:

An Easter egg in game mechanisms refers to an unexpected element that pleases the player, such as a random mission, some additional power or extra points. Basically, they can be anything that will surprise the player.

Their potential is that they will enhance the player's motivation given to their unexpected nature. Indeed, the fact that the player does not wait for a reward, a point or anything that will boost their motivation at that particular moment enables them to keep their engagement after the surprise. This intrinsic motivation demonstrates a higher level of engagement, considering that the player keeps interacting with the content for their personal interest, rather than for external motivation (overjustification effect). Unpredictable rewards encourage stronger feelings of competence and independence based on intrinsic motivators, which enhance the pupils and students' learning.

Here are some examples of Easter eggs you can include in your homework adventures:

- References to pop culture
- Some additional points
- Additional clues to collect
- Small facts
- Badges

To go further:

Coppens, A. (2014) *Gamification Mechanic Monday: Easter eggs*. Available at: <https://www.gamificationnation.com/blog/gamification-mechanic-monday-easter-eggs/> (Accessed: 15 May 2023).

Learning Theories (2022) *Game Reward Systems*. Available at: <https://learning-theories.com/game-reward-systems.html> (Accessed: 15 May 2023).

Chou, Y. *The Six Contextual Types of Rewards in Gamification*. Available at: <https://yukaichou.com/marketing-gamification/six-context-types-rewards-gamification/> (Accessed: 15 May 2023).

