



Game changer: a student-centred approach to orientation, transition and safety through gamification

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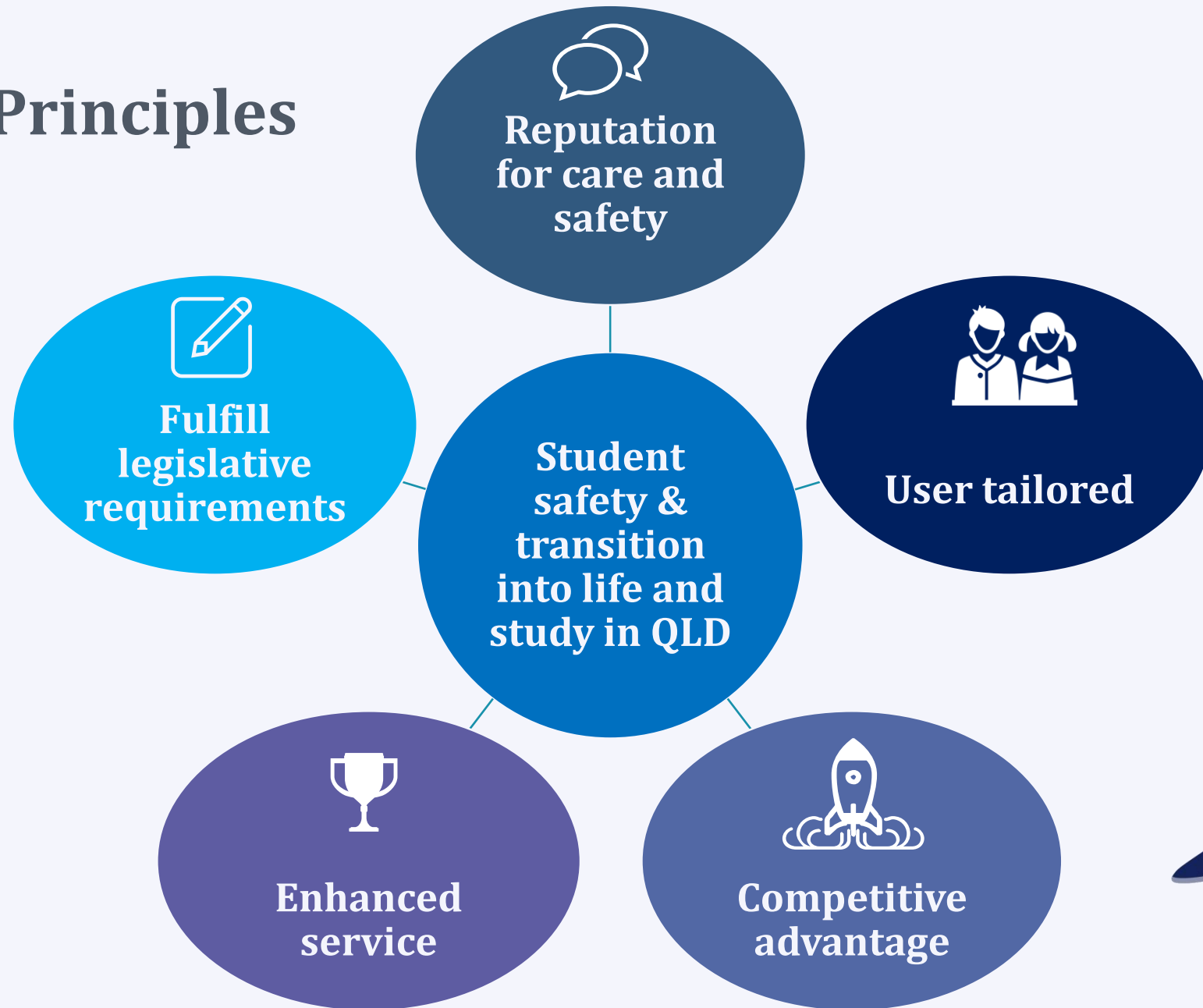
Department of Education and Training International

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Guiding Principles



Process



Key learnings



From Students

- Non-competitive
- No leaderboards
- No physical prizes
- Prefer videos

From DETi

- Find out what the user wants
- Keep it simple
- Consider different learning methodologies

From Agents

- Show don't tell
- Pastoral care is the focus
- Concept of curfews are confusing

