### Gamification Ethics Checksheet

*A task sheet for teachers to work through several times and hopefully then internalise.*

*Name of topic\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_*

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| **Evaluation criteria** | **Notes** |
| Is there a clear purpose for adding gamification to this content? | Gamification Process: |
| Can you allow the students to anonymously let you know if they have addictive tendencies? | Gamification Process: |
| Are the students generally more intrinsically or extrinsically motivated? | Gamification Process: |
| Have the students any previous experiences with gamification, and how were they? | Gamification Process: |
| Will there be sufficient time to deliver the gamified process in a pedagogically sound way? | Gamification Process: |
| If there is groupwork in the process, will it still be possible to mark each student fairly? | Gamification Process: |
| Is it possible that this will negatively impact the students’ ability to cooperate in future? | Gamification Process: |
| Will this process be fair on all students? Both weaker and stronger students? | Gamification Process: |
| Is there a data management policy for the gamification process? Is it clear? | Data Management: |
| How will the data generated by this process by kept secure? | Data Management: |
| How can you ensure the data generated by this process will only be used for this purpose? | Data Management: |
| Is there a process to allow the students to indicate which data they want to make public?  | Data Management: |
| Is it possible that a student could feel excessively anxious participating in the process?  | Student Experience: |
| Is it possible that a student could feel exploited participating in the process? | Student Experience:  |
| Is it possible that a student could feel humiliated participating in the process? | Student Experience:  |
| Is it possible that a student could feel that the gamified process increased their workload unfairly? | Student Experience:  |
| Could this process encourage some students to cheat or “game the system” in some way? | Student Experience:  |
| Could this process unintentionally harm the students? | Student Experience:  |

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