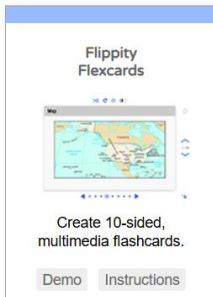
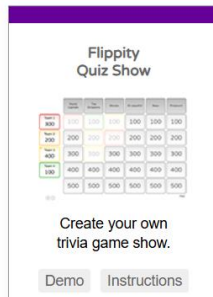
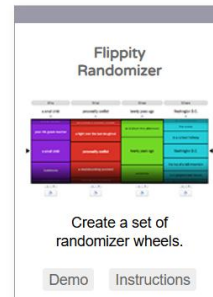
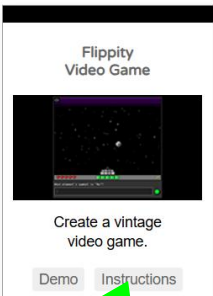
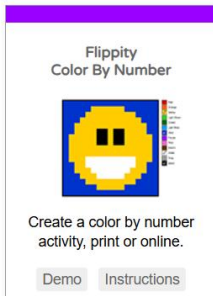
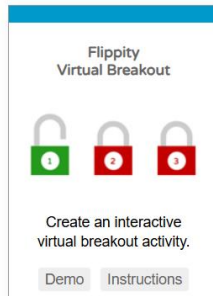
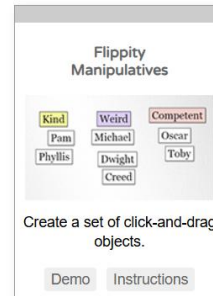


Making a game in Flippity

1. Choose your topic, and think about the type of questions you want to ask. Make a list of your questions and answers. For this exercise, please limit the number of questions to 3 or 4.
2. Open your browser to <https://Flippity.net>. No login is needed, but you will need a google sheets account.
3. Choose the type of game you want to create from the available options. Then click “Instructions” on the option you choose.

All Activities

 Flippity Flashcards Create a set of simple online flashcards. Demo Instructions	 Flippity Flexcards Create 10-sided, multimedia flashcards. Demo Instructions	 Flippity Quiz Show Create your own trivia game show. Demo Instructions	 Flippity Random Name Picker Create a random name picker, group maker. Demo Instructions	 Flippity Randomizer Create a set of randomizer wheels. Demo Instructions
 Flippity Video Game Create a vintage video game. Demo Instructions	 Flippity Color By Number Create a color by number activity, print or online. Demo Instructions	 Flippity Virtual Breakout Create an interactive virtual breakout activity. Demo Instructions	 Flippity Board Game Create into a virtual board game. Demo Instructions	 Flippity Manipulatives Create a set of click-and-drag objects. Demo Instructions

4. A set of instructions will pop up. Follow the instructions provided. You'll need to start by clicking the "this template" link:

Google Sheets

Step 1: Modify the Google Spreadsheet Template

- Make a copy of **this template**. (You'll need to sign-in with your Google account.)
- Change the information in the **Question**, **Answer**, and **Distractor** columns.
 - Distractors are optional and only appear in Multiple choice mode.
- Name your Video Game by changing the name in cell A1.
- **Do not edit any cell with a blue background.**

Step 2: Publish Your Spreadsheet

- Go to **File**, **Share**, **Publish to web**, then click **Publish**.
- **Copy** the link generated in the Publish to the web dialog box (you'll need it in Step 3).

5. Click the "Make a copy" button:



Google Sheets

Copy document

Would you like to make a copy of **Flippity.net Video Game Template?**

Make a copy

6. A spreadsheet will open that contains the template for the game. You'll want to rename it, and replace the default content with your own.

Rename the file

1	Video Game			
2	Question	Answer	Distractor 1	Distractor 2
3	How many elements are in the periodic table?	118	100	108
4	Who created the periodic table?	Mendeleev	Marie Curie	Einstein
5	What is the most common element in the universe?	Hydrogen	Lithium	Mercury
6	What element are diamonds made of?	Carbon	Diamondium	
7	What noble gas is used in neon signs?	Neon		
8	What is the chemical symbol for gold?	Au		
9	What metal is liquid at room temperature?	Mercury		
10	Who discovered Radium?	Marie Curie	Mendeleev	Tom Brady
11	What was the first man-made element?	Technetium		

Replace all this text with your own content

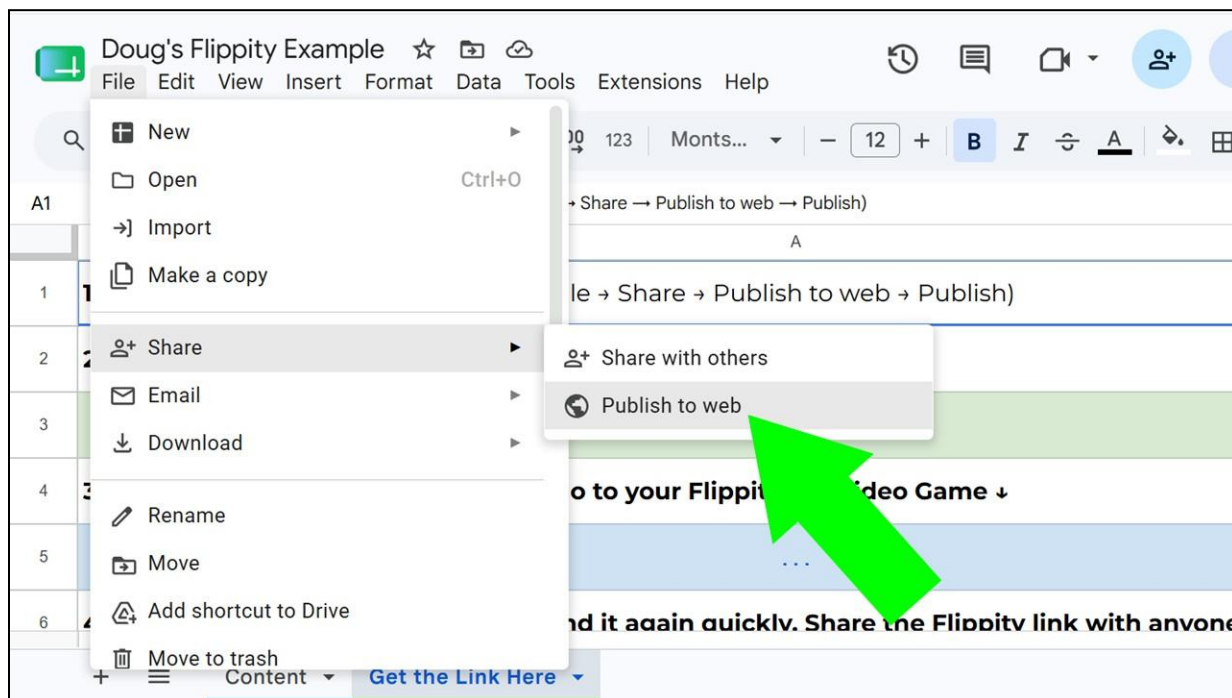
Distractors are only needed if you choose the game to be in multiple-choice format.

7. Click the “Get the Link Here” Tab

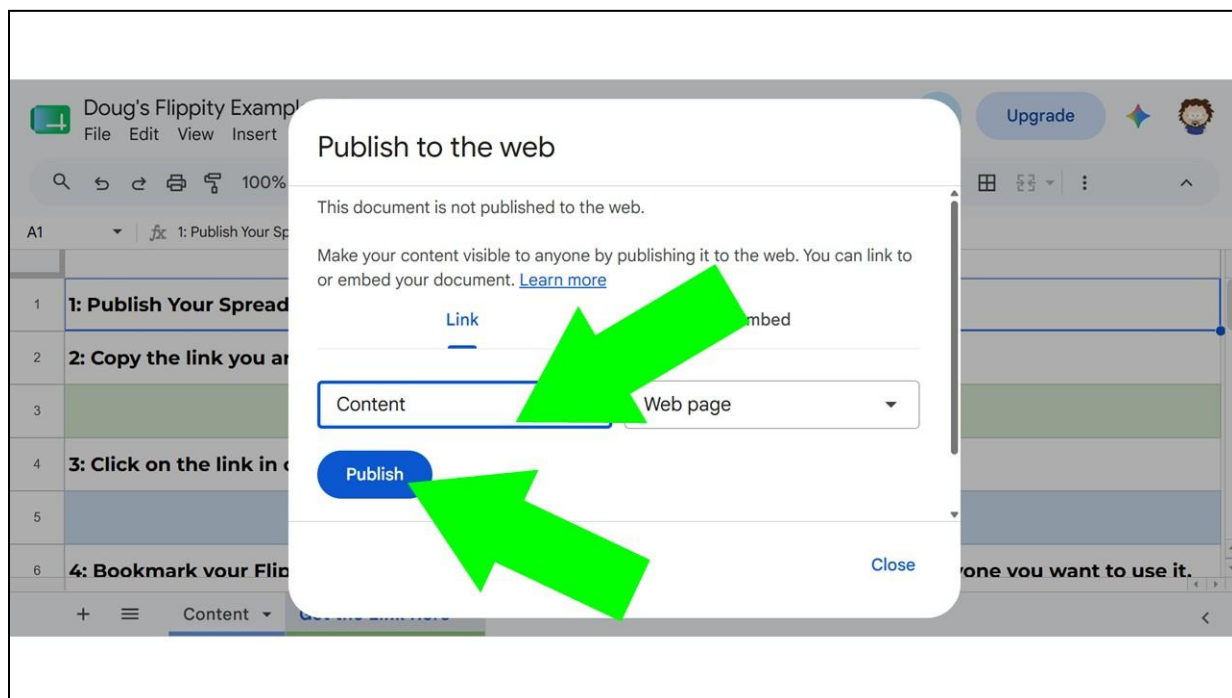
2	Question	Answer
3	Who is the Prime Minister?	Christopher Lux
4	Where is the 2026 ANZAHPE conference?	Christchurch
5	Who discovered Radon?	Rutherford
6	Which direction do you go to get to Kaiapoi?	North
7	What is the Māori name for Christchurch?	Ōtautahi
8	What is this workshop about?	Designing gamif
9	What country first gave women the right to vote?	New Ze
10	What is the capital of New Zealand?	W
11	What is the largest city in New Zealand?	

Get the Link Here

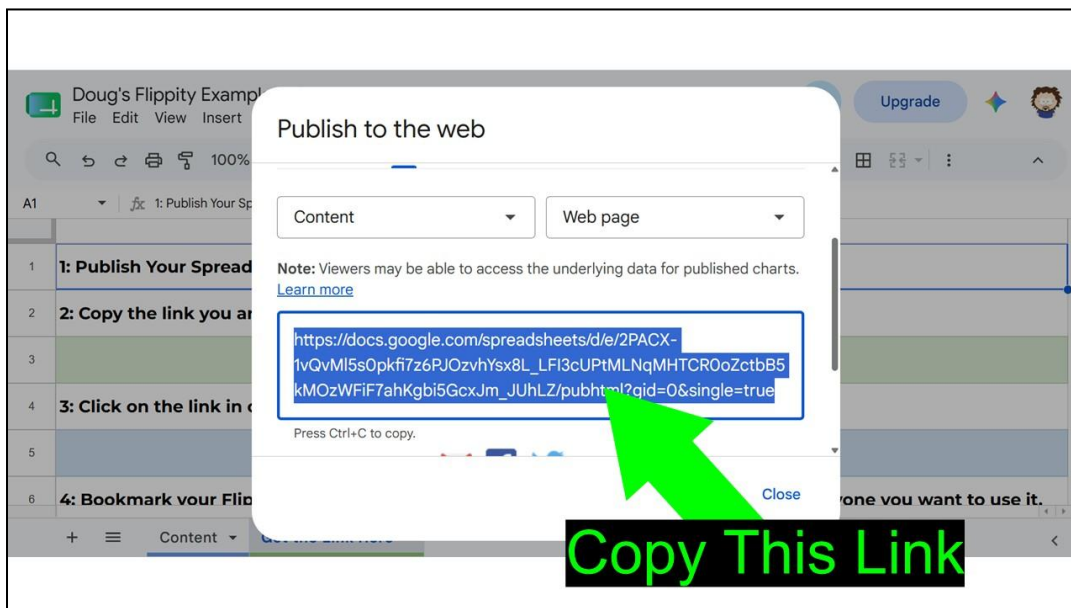
8. Click “File → Share → Publish to web”:



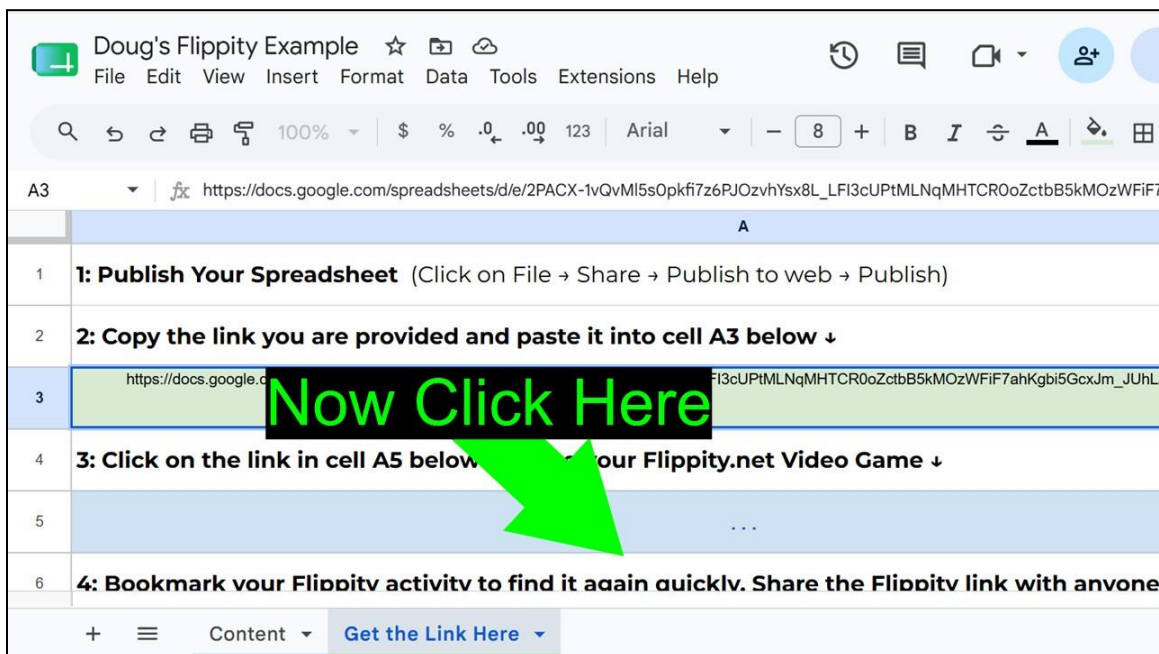
You'll be given some options. Choose to publish only the “Content” tab, and then click “Publish”:



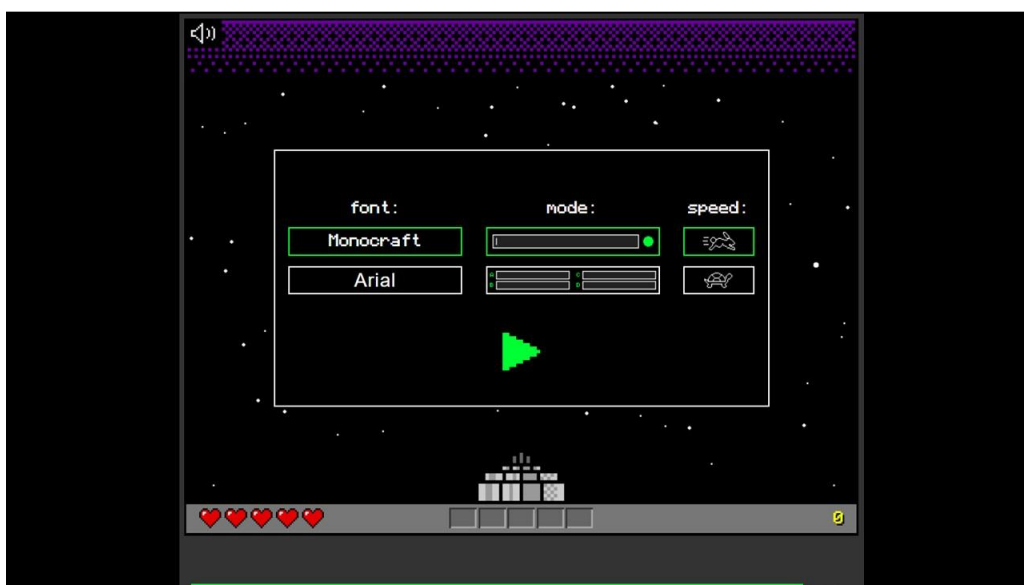
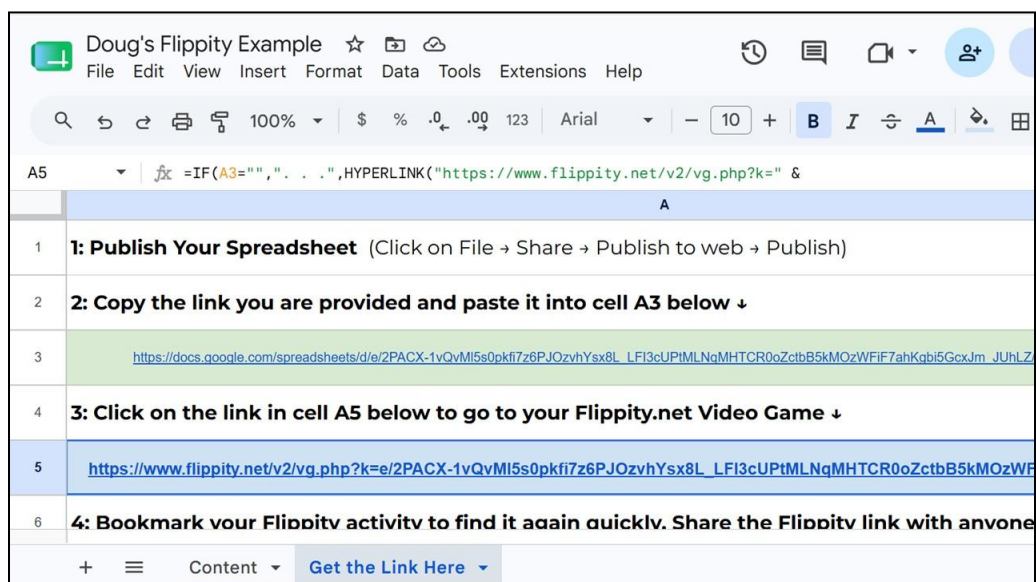
9. Copy the link that pops up, and then click the “close” button.



Paste that link into the green cell, and then click the blue cell:



10. Finally, copy the link that pops up in the blue cell. This is the link to your game.



11. When you're ready, please email the link to Doug at jdmls@hawaii.edu, or save it to a file on one of the purple USB drives.

Making a game in Wordwall

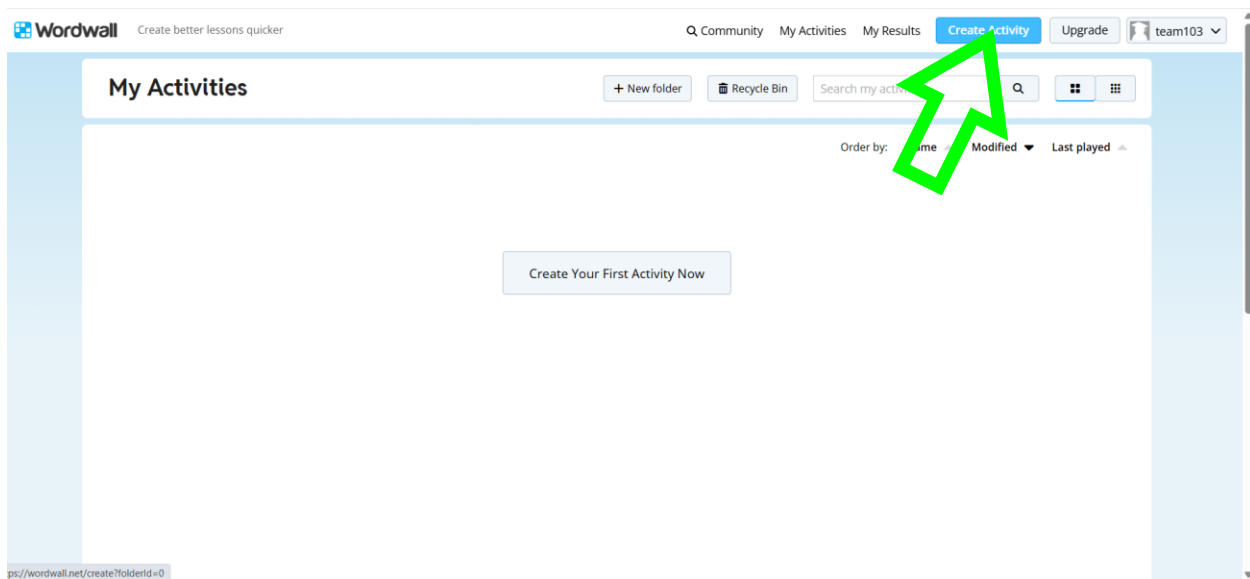
1. Choose your topic, and think about the type of questions you want to ask. Make a list of the concepts you want to ask about. For this exercise, please keep the list short.

2. Open your browser to <https://Wordwall.net>

Sign in with one of these usernames, depending on which team you're on:

team1@frontalcortex.com	(password is Gamification1)
team2@frontalcortex.com	(password is Gamification1)
team3@frontalcortex.com	(password is Gamification1)
team4@frontalcortex.com	(password is Gamification1)

3. Click "Create Activity"



4. Pick a template that's appropriate for your learning objectives

Standard templates

Sort by: Recommended Alphabetical

	Anagram Drag the letters into their correct positions to unscramble the word or phrase.		Spin the wheel Spin the wheel to see which item comes up next.		Open the box Tap each box in turn to open them up and reveal the item inside.
	Unjumble Drag and drop words to rearrange each sentence into its correct order.		Matching pairs Tap a pair of tiles at a time to reveal if they are a match.		Quiz A series of multiple choice questions. Tap the correct answer to proceed.
	Group sort Drag and drop each item into its correct group.		Match up Drag and drop each keyword next to its definition.		Flash cards Test yourself using cards with prompts on the front and answers on the back.
	Speaking cards Deal out cards at random from a shuffled deck.		Complete the sentence A cloze activity where you drag and drop words into blank spaces within a text.		Find the match Tap the matching answer to eliminate it. Repeat until all answers are gone.

For this illustration, in this example, we'll use "Match Up," but feel free to use any option.

5. Fill in the blanks with your content.

Pick a template > Enter content > Play

Generate With AI
 Match up

Activity Title
 Untitled1

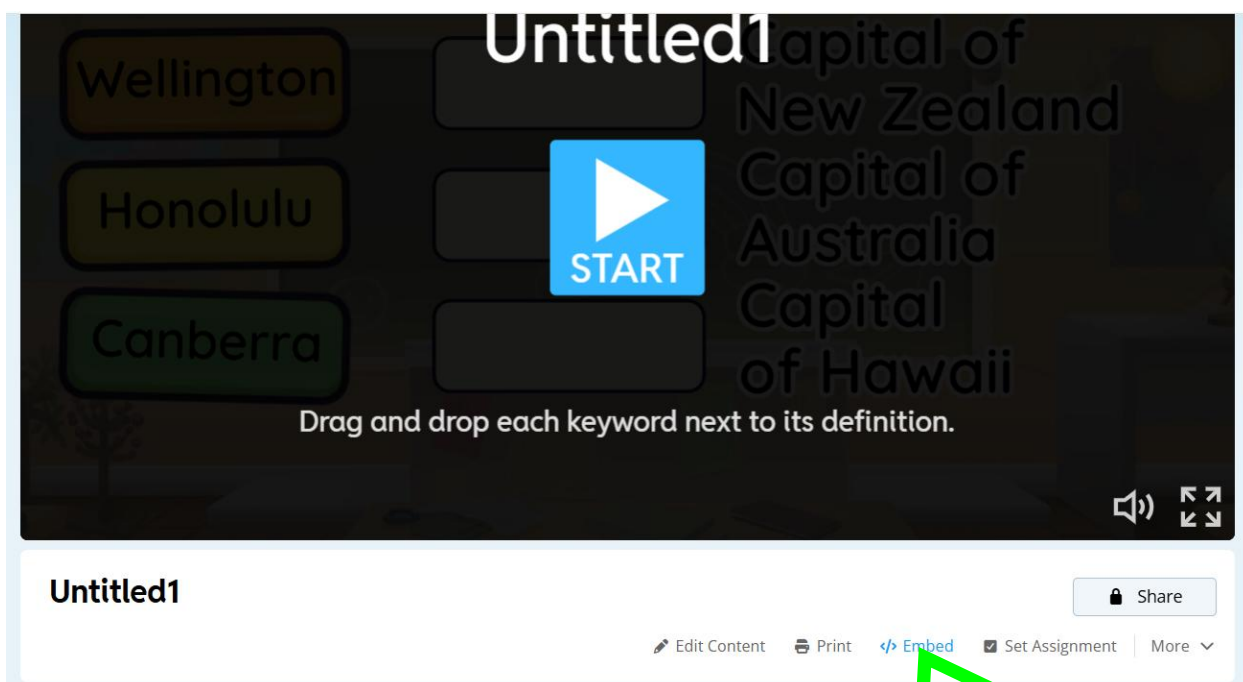
	Keyword		Matching definition	
1.	Honolulu		Capital of Hawaii	
2.	Wellington		Capital of New Zealand	
3.				

+ Add an item
 min 3 max 30

Done

When you're ready, click "Done."

You'll see your game. Adjust it as needed.



6. When you're ready, click "Embed," and copy the html code that shows up.

Embed on your own website

Preview



Untitled1

Options

Type

☐ Iframe

☒ Thumbnail

☐ Small icon

Visual style

Classroom

Language

English

HTML

```
<a target="_blank" href="https://wordwall.net/resource/115502097/untitled1?ref=embed-image"><span>Untitled1</span></a>
```

Copy

To generate code that will collect results: [Set Assignment](#) then click </> to embed it.

7. Email the code to Doug at jd miles@hawaii.edu, or save it to a file on one of the purple USB drives.

Making a game in Wayground

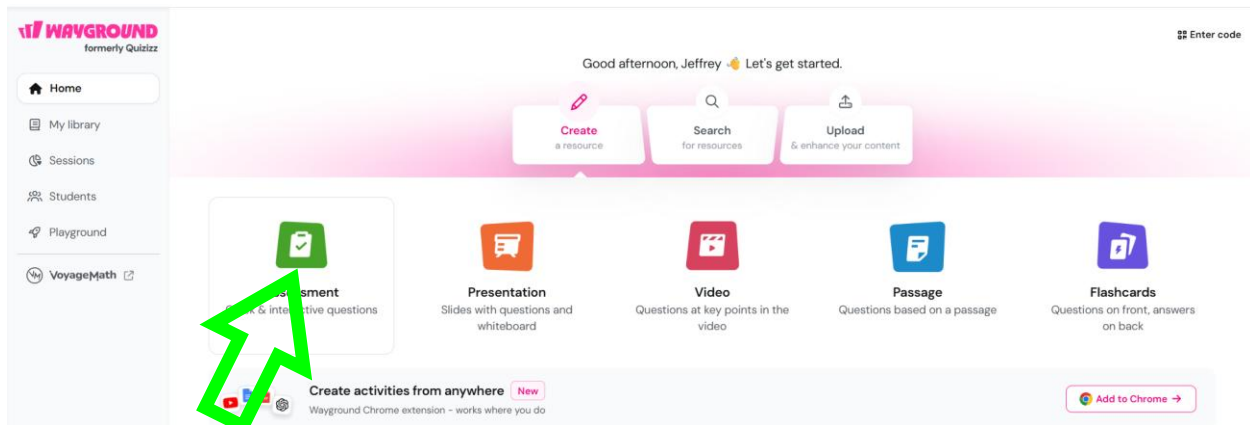
1. Choose your topic, and think about the type of questions you want to ask. If there is an article that summarizes this topic, then download the PDF. Otherwise, consider writing the facts that you want to gamify in a document, and saving that document.

2. Open your browser to <https://Wayground.com>

Sign in with one of these usernames, depending on which team you're on:

team1@frontalcortex.com	(password is Gamification1)
team2@frontalcortex.com	(password is Gamification1)
team3@frontalcortex.com	(password is Gamification1)
team4@frontalcortex.com	(password is Gamification1)

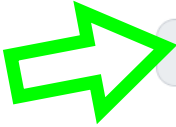
3. Click "Assessment"



4. Click the “Device” button to upload your document, or paste a link to your document.

How would you like to get started?

Upload lesson slides, worksheets or any document
File size upto 50 MB and less than 100 pages

  Device  Google Drive   Paste any link here...

Create with prompt or text >
✦ Enter a topic...

Create with Standards or Curriculum >


Start from scratch >


    Create assessments from anywhere
Wayground Chrome extension – works where you do

 Add to Chrome →

If you prefer, you can click “start from scratch,” and fill in the blanks with your content.

5. Adjust the settings as you see fit.

Customize your assessment

 ZMEO_29_2302231.pdf

 Select pages

 Upload new document

 We will generate new questions based on uploaded content.

Customize your assessment

Grade level

Professional Development ▾

Depth of knowledge (DOK) ⓘ

Level 1

Level 2

Level 3

Question type

✓ MCQ

+ Fill in the blank

✓ Open

✓ Passage

Number of questions

Automatic

10

15

20

30

Output language

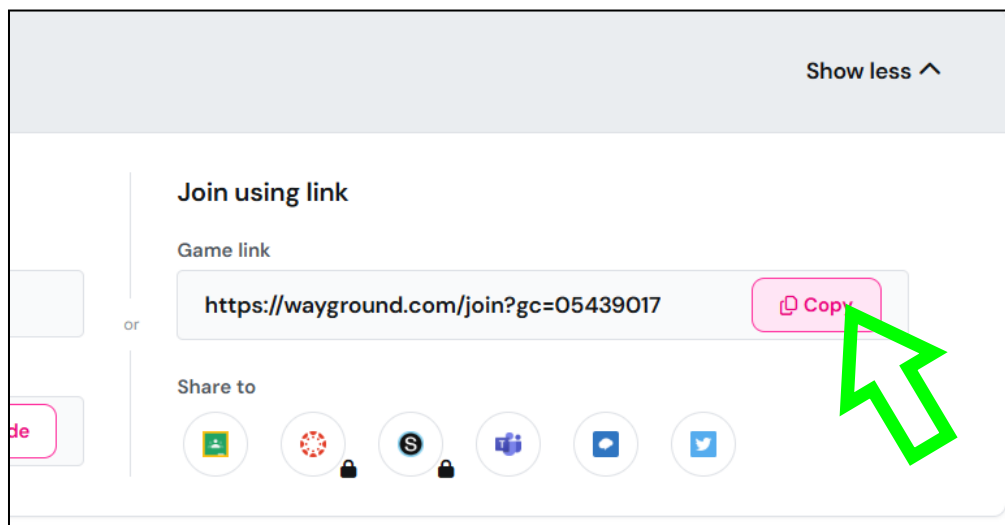
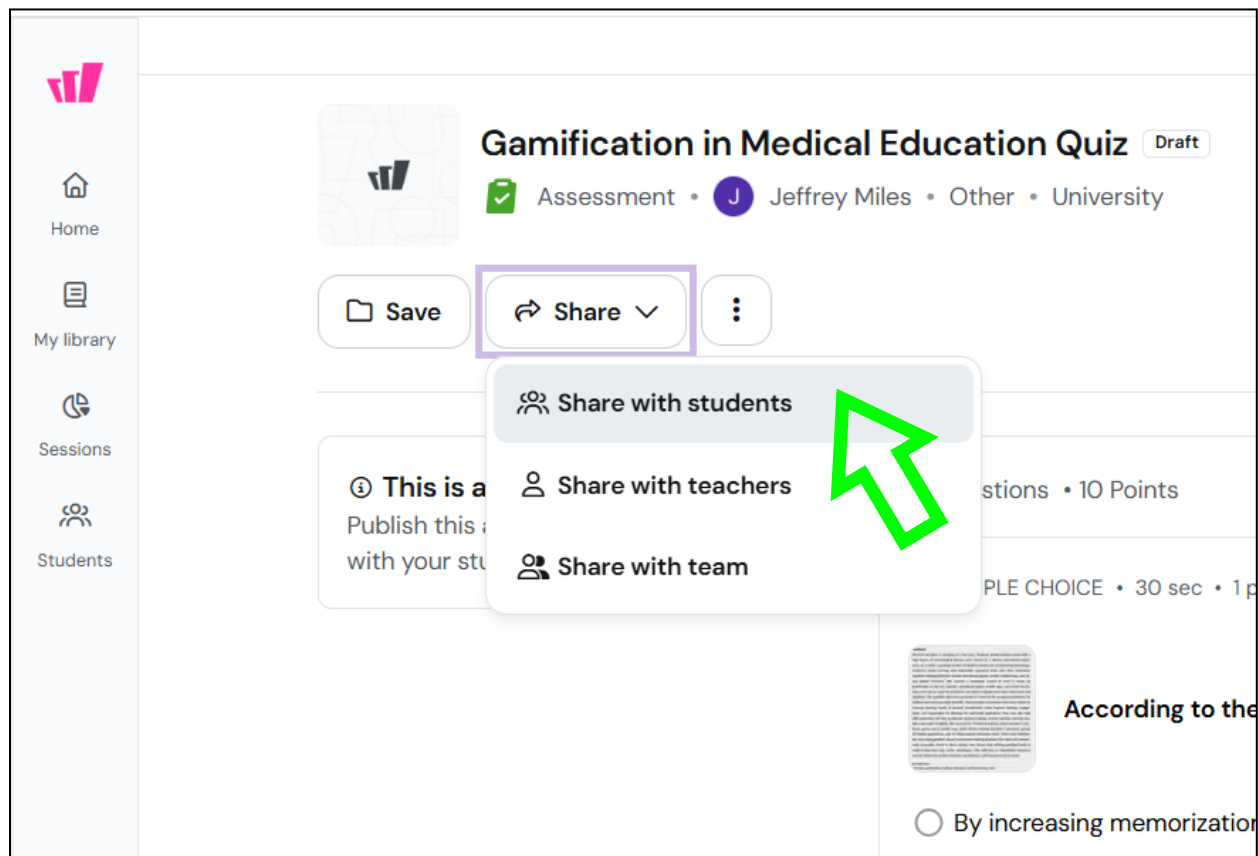
English ▾

Create Resource →

When you're ready, click "Create Resource."



6. When you're ready, click "Share→Share with students," and copy the link

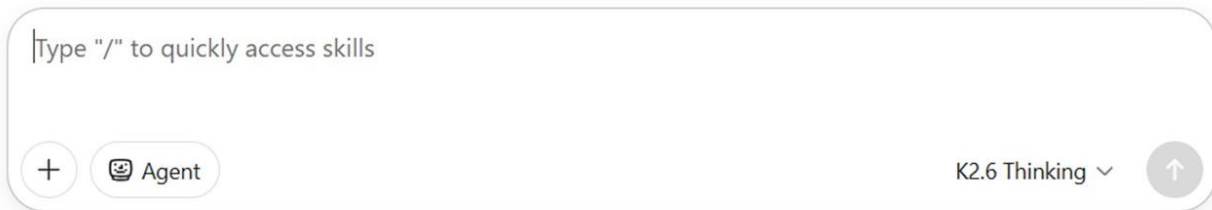


7. Email the link to Doug at jdmiles@hawaii.edu, or save it to a file on one of the purple USB drives.

Making a game in Kimi

1. **Choose your topic, and think about the type of questions you want to ask. Make a list of your questions and answers. For this exercise, please limit the number of questions to 3 or 4.**
2. **Open your browser to <https://Kimi.com>.**

KIMI



3. **Sign in.**

A Kimi.com account is required. I am happy to lend one group my laptop if you would like to use my Kimi account. Otherwise, you will need to create a Kimi account.

4. **Choose the game mechanics you want. Think out, in as much detail as possible, how you want your game to work.**

For this workshop, I would recommend a text adventure, a card game, or a social deduction game.

For this workshop, please keep the game short and simple.

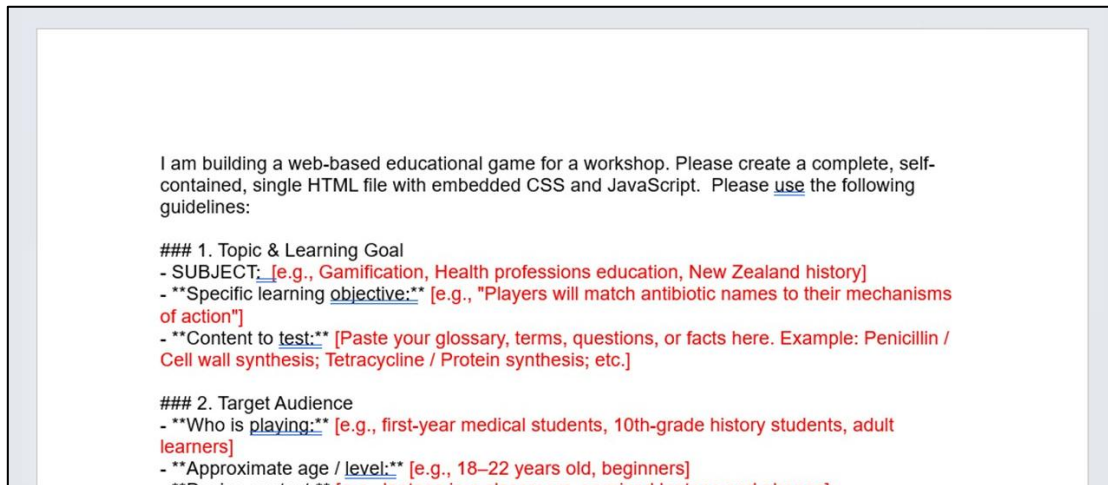
Your audience is us – design your game for 3 teams or for up to 24 individuals.

5. CHOOSE A TEMPLATE.

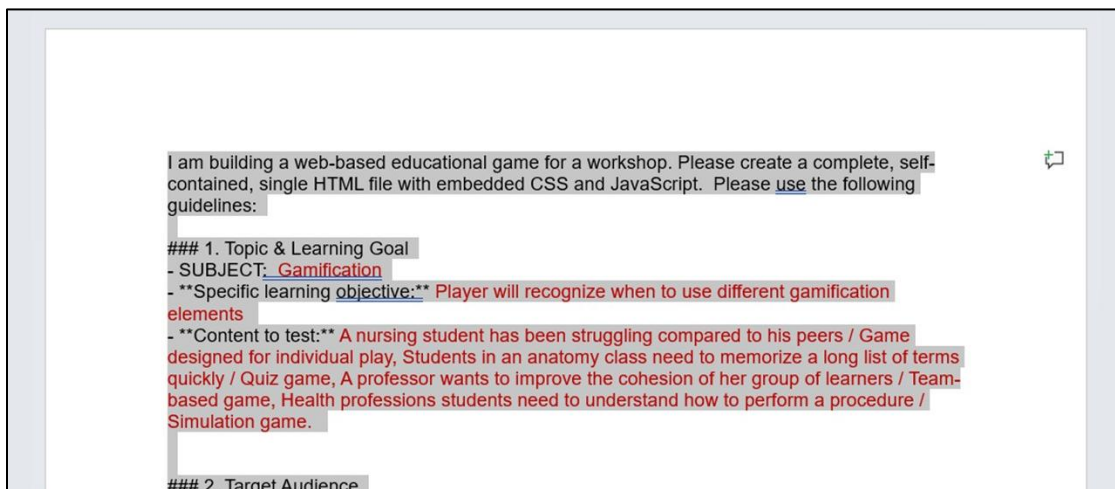
During this workshop, please use one of the templates provided, as these should speed up the game generation process. There are 4 – a Blank template, a Text Adventure template, a Card Game template, and a Social Deduction Game template. All of these are stored as files on your USB drives, or can be downloaded from the website.

Open the template on your computer.

6. Replace all the text in **RED** font with your specific content:



7. Once you've updated the template, copy the entire text of this file and paste it into Kimi's query box.



8. Paste the entire prompt here:

KIMI

I am building a web-based educational game for a workshop. Please create a complete, self-contained, single HTML file with embedded CSS and JavaScript. Please use the following guidelines:

1. Topic & Learning Goal

- SUBJECT: Gamification
- **Specific learning objective:** Player will recognize when to use different gamification elements
- **Content to test:** A nursing student has been struggling compared to his peers / Game designed for

+

Agent

K2.6 Thinking ▾

↑

9. Set the model to K2.6 AGENT

KIMI

I am building a web-based educational game for a workshop. Please create a complete, self-contained, single HTML file with embedded CSS and JavaScript. Please use the following guidelines:

1. Topic & Learning Goal

- SUBJECT: Gamification
- **Specific learning objective:** Player will recognize when to use different gamification elements
- **Content to test:** A nursing student has been struggling compared to his peers / Game designed for

+

Agent

Turbo speed enabled

K2.6 Instant
Quick response

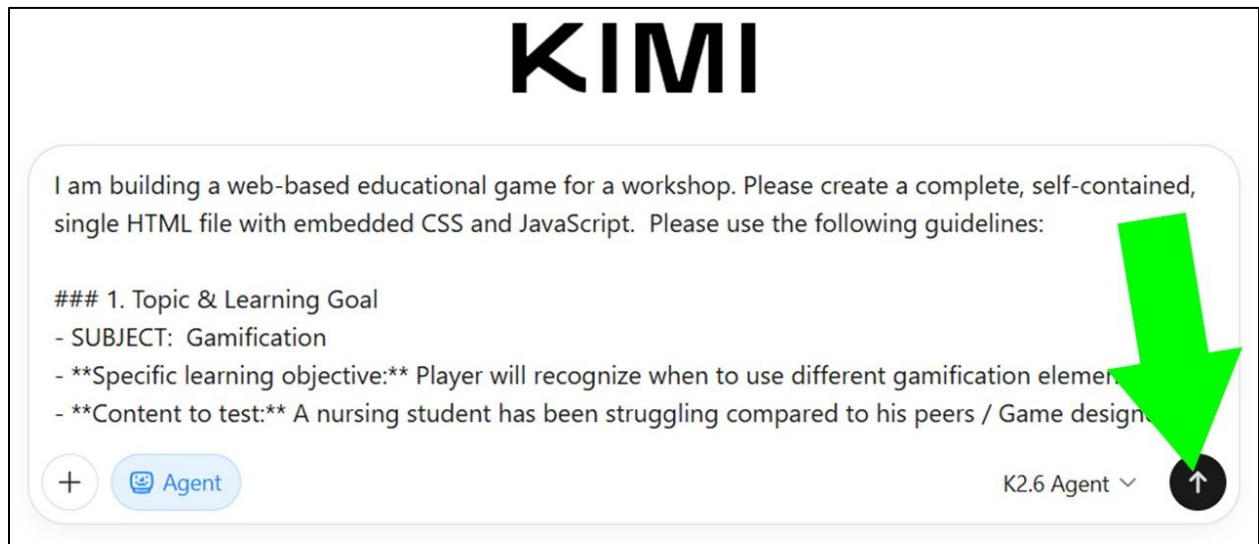
K2.6 Thinking
Deep thinking for complex questions

K2.6 Agent
Research, slides, websites, docs, sheets

K2.6 Agent Swarm
Large-scale search, long-form writing, batch tasks

K2.6 Thinking ▾

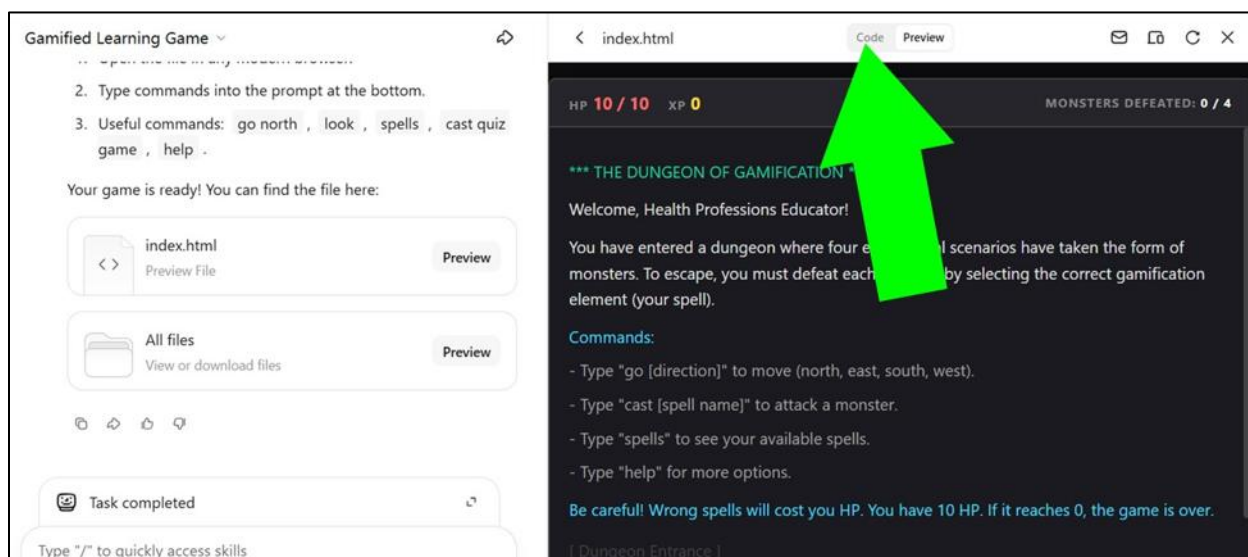
↑

10. Press the button!**11. Now, wait.**

Kimi may take 5, 10, or even 15 minutes to generate a working version of your game. The K2.6 Agent setting will speed up this process, and so will using the template provided.

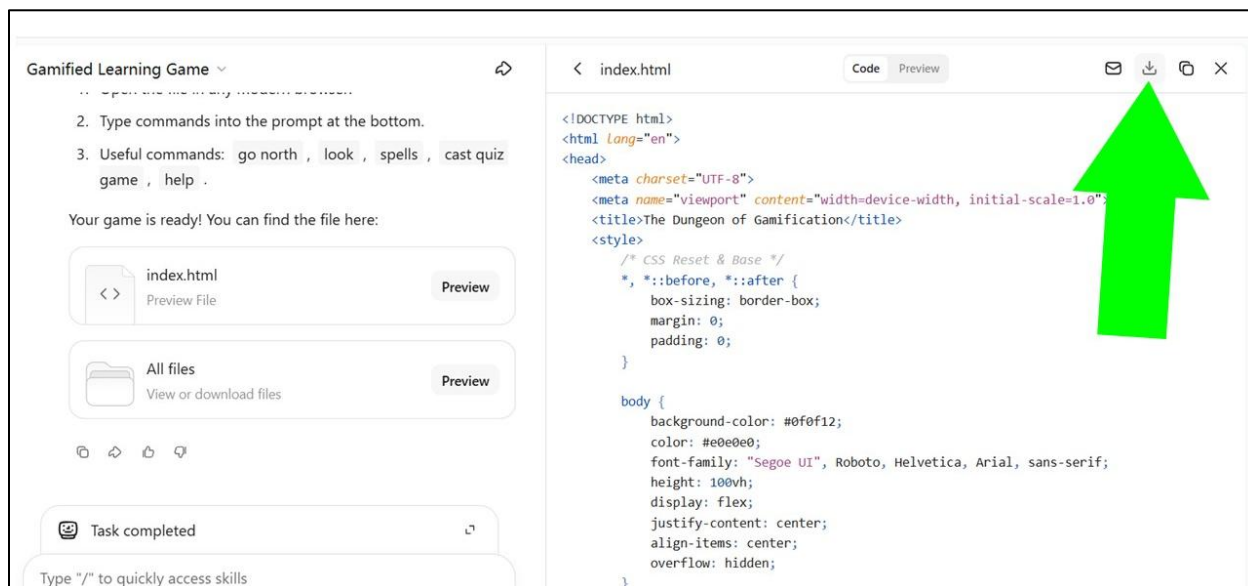
When you're making your own games, take some time to play around with different models and prompts and game mechanics. You can make just about any game you can think of.

12. Eventually, your game will appear in a side window, in “Preview” mode.



You can play it like this.

To share it with the group, click the “CODE” tab, and then copy all the code and save it in a file on your purple USB drive, or email the file to Doug at jdmls@hawaii.edu.



Kimi Prompt - Blank

I am building a web-based educational game for a workshop. Please create a complete, self-contained, single HTML file with embedded CSS and JavaScript. Please use the following guidelines:

1. Topic & Learning Goal

- SUBJECT: [e.g., Gamification, Health professions education, New Zealand history]
- **Specific learning objective:** [e.g., "Players will match antibiotic names to their mechanisms of action"]
- **Content to test:** [Paste your glossary, terms, questions, or facts here. Example: Penicillin / Cell wall synthesis; Tetracycline / Protein synthesis; etc.]

2. Target Audience

- **Who is playing:** [e.g., first-year medical students, 10th-grade history students, adult learners]
- **Approximate age / level:** [e.g., 18–22 years old, beginners]
- **Device context:** [e.g., laptops in a classroom, or mixed laptops and phones]

3. Game Genre & Core Loop

- **Game type:** [Choose one: Card Matching / Zork-Style Text Adventure / Social Deduction]
- **Core loop mechanics:** [e.g., "Player must correctly answer a question in order to open a chest, Player sees a question, selects an answer, gets immediate feedback"]
- **Win condition:** [e.g., "Match all pairs correctly" or "Answer 10 questions in a row"]
- **Lose/Retry condition:** [e.g., "No game over; player retries missed questions until correct" or "3 lives per round"]

4. Game Mechanics

- **Number of items/questions:** [e.g., 8 pairs, 12 questions, 10 scenarios]
- **Scoring:** [e.g., "10 points per correct answer, bonus for speed" or "no scoring, just progress tracking"]
- **Timer:** [e.g., "No timer" or "60 seconds per round"]
- **Lives/Attempts:** [e.g., "Unlimited attempts" or "3 mistakes allowed"]
- **Progress indicator:** [e.g., "Progress bar showing X of Y completed" or "Level counter: Level 1 of 5"]

5. Visual Design & Style

- **Theme/Color mood:** [e.g., "Clean medical blue and white" or "Retro 8-bit" or "Minimalist pastel"]
- **Graphics source:** [Important: Choose one of the options below, and erase the other]
 - "Use only CSS shapes, emojis, and Unicode symbols (no external images)"
 - "Use placeholder colored rectangles with text labels"
- **Layout preference:** [e.g., "Cards in a responsive CSS Grid" or "Vertical scrolling quiz" or "Centered board game area"]
- **Typography:** [e.g., "Large, readable sans-serif fonts for accessibility"]

6. Interaction & Accessibility

- **Input method:** [e.g., "Click/tap only, no keyboard required" or "Click and simple keyboard shortcuts"]
- **Feedback style:** [e.g., "Green flash for correct, red for incorrect with brief explanation" or "Gentle neutral feedback with the correct answer shown"]
- **Language:** [e.g., English, Te Reo Māori, etc.]

7. Technical Constraints

- **Output:** A single `.html` file that opens directly in any modern browser.
- **No external dependencies:** No CDNs, no image URLs, no backend server required.
- **Responsive:** Must work on both laptop screens and mobile phones.
- **Data persistence:** [Choose one or the options below, delete the other]
 - "No save needed; game resets on refresh"
 - "Save high score to browser localStorage"

8. Special Features (Optional)

- [e.g., "Include a 'Study Mode' where players review all terms before playing"]
- [e.g., "Add a celebratory animation when the game is won"]
- [e.g., "Randomize the order of questions each time"]

Please build the complete game now. If the code is long, continue generating until the entire file is complete and runnable.

Kimi Prompt – Card Game

I am building a web-based educational game for a workshop. Please create a complete, self-contained, single HTML file with embedded CSS and JavaScript. Please use the following guidelines:

1. Topic & Learning Goal

- SUBJECT: **Gamification**
- **Specific learning objective:** **Player will recognize when to use different gamification elements**
- **Content to test:** **A nursing student has been struggling compared to his peers / Game designed for individual play, Students in an anatomy class need to memorize a long list of terms quickly / Quiz game, A professor wants to improve the cohesion of her group of learners / Team-based game, Health professions students need to understand how to perform a procedure / Simulation game.**

2. Target Audience

- **Who is playing:** **Health professions educators**
- **Approximate age / level:** **Adult educators with various levels of experience**
- **Device context:** **laptops in a classroom**

3. Game Genre & Core Loop

- **Game type:** **Card Game**
- **Core loop mechanics:** **Cards have 2 sides: the face and the back. The back of every card has the same image. The face of each card has a different piece of content, either the educational scenario or the gamification element that matches it. There are 2 players: the user and a simple NPC. Each player is dealt 2 cards. The user's cards are face up. The NPC's cards are face down. The rest of the cards are placed in a stack, face down, between the user and NPC. Each player takes turns drawing a card. If the player can make a matched pair, they place those cards face down next to them and the cards are removed from play and that player gets 1 point. If the player cannot make a matched pair, then they keep the card in their hand. If the player has more than 3 cards, they must choose 1 card to discard face up in the center. The next player may choose to draw the top card from the discard pile or from the face-down pile. The NPC matches may be computed automatically, but the player's matches must be made by the player.**
- **Win condition:** **When all face-down cards have been drawn, and when no players can make another move, the winner is the player with the most points.**
- **Lose/Retry condition:** **none, game ends.**

4. Game Mechanics

- **Number of items/questions:** **8 cards, 4 gamification elements and 4 educational scenarios.**
- **Scoring:** **1 point for every matched pair.**
- **Timer:** **No timer**
- **Lives/Attempts:** **not applicable; turn-based.**
- **Progress indicator:** **players' points should be displayed**

5. Visual Design & Style

- **Theme/Color mood:** **casino**
- **Graphics source:**
 - "Use only CSS shapes, emojis, and Unicode symbols (no external images)"
- **Layout preference:** **card game**
- **Typography:** **high-contrast, sans-serif fonts for readability**

Kimi Prompt – Card Game

6. Interaction & Accessibility

- ****Input method:**** click screen or key clicks
- ****Feedback style:**** Gentle neutral feedback with the correct answer shown
- ****Language:**** English

7. Technical Constraints

- ****Output:**** A single `.html` file that opens directly in any modern browser.
- ****No external dependencies:**** No CDNs, no image URLs, no backend server required.
- ****Responsive:**** optimize for laptop screens
- ****Data persistence:****
 - "No save needed; game resets on refresh"

Please build the complete game now. If the code is long, continue generating until the entire file is complete and runnable.

Kimi Prompt – Social Deduction Game

I am building a web-based educational game for a workshop. Please create a complete, self-contained, single HTML file with embedded CSS and JavaScript. Please use the following guidelines:

1. Topic & Learning Goal

- SUBJECT: **Gamification**
- **Specific learning objective:** **Player will recognize when to use different gamification elements**
- **Content to test:** **What is the best context to use: Game designed for individual play, Team-based game, Quiz game, Simulation game**

2. Target Audience

- **Who is playing:** **Health professions educators**
- **Approximate age / level:** **Adult educators with various levels of experience**
- **Device context:** **laptops in a classroom. Players will be sitting at the same table, around one laptop.**

3. Game Genre & Core Loop

- **Game type:** **Social Deduction Game**
- **Core loop mechanics:** **At the start of the game, one game type from the list of content to test is randomly selected. This is the “genuine” game type. A second, different game type is also selected, and this is the “Imposter” game type. One player is randomly and secretly assigned the role of “imposter.” The remaining players are notified that they have the role of the “genuine” game type. Each player is privately, secretly notified about their own role, but no other player may know another player’s role. The imposter knows that they are an imposter, and knows their own game type, but does not know what the genuine game type is. The game begins when each player has been privately notified of their role. Players take turns. In each player’s turn, they may ask one other player a question of about when or how their game type might be used; they must not name the game type. The responder gives a short answer that should be consistent with the shared concept if they’re genuine, or a hedge/bluff if they’re the Imposter. The responder gets the next turn, and may probe someone else. This loop runs for a fixed number of turns, or for 2 minutes, and then the core loop ends. Or, at any time, any player may call a vote, and accuse another player of being the imposter. Players all vote, and the majority determines who is suspected as the imposter. The Imposter wins if they survive the vote or correctly names the shared concept. The genuine players win if they correctly out the Imposter. Then the players discuss the game (debrief).**
- **Win condition:** **Genuine designers win by correct accusation. Imposter wins by evasion or by correctly identifying the concept from the questions and answers alone.**
- **Lose/Retry condition:** **The Imposter loses if they are correctly identified as the imposter. The genuine players lose if they fail to identify the correct imposter.**

4. Game Mechanics

- **Number of items/questions:** **4 game types.**
- **Scoring:** **win or lose.**
- **Timer:** **2 minutes for probing.**
- **Lives/Attempts:** **The game ends when voting ends.**
- **Progress indicator:** **Once everyone has been secretly notified, the only progress indicator should be the time remaining. A “Vote” button should be displayed so players can stop the clock early.**

Kimi Prompt – Social Deduction Game

5. Visual Design & Style

- **Theme/Color mood:** Clean, modern.
- **Graphics source:**
 - "Use only CSS shapes, emojis, and Unicode symbols (no external images)"
- **Layout preference:** Keep it simple
- **Typography:** high-contrast, sans-serif fonts for readability

6. Interaction & Accessibility

- **Input method:** Buttons to start game play, show player 1's role, player 2's role, etc.
- **Feedback style:** Gentle neutral feedback with the correct answer shown
- **Language:** English

7. Technical Constraints

- **Output:** A single `.html` file that opens directly in any modern browser.
- **No external dependencies:** No CDNs, no image URLs, no backend server required.
- **Responsive:** optimize for laptop screens
- **Data persistence:**
 - "No save needed; game resets on refresh"

Please build the complete game now. If the code is long, continue generating until the entire file is complete and runnable.

Kimi Prompt – Text Adventure

I am building a web-based educational game for a workshop. Please create a complete, self-contained, single HTML file with embedded CSS and JavaScript. Please use the following guidelines:

1. Topic & Learning Goal

- SUBJECT: **Gamification**
- **Specific learning objective:** **Player will recognize when to use different gamification elements**
- **Content to test:** **A nursing student has been struggling compared to his peers / Game designed for individual play, Students in an anatomy class need to memorize a long list of terms quickly / Quiz game, A professor wants to improve the cohesion of her group of learners / Team-based game, Health professions students need to understand how to perform a procedure / Simulation game.**

2. Target Audience

- **Who is playing:** **Health professions educators**
- **Approximate age / level:** **Adult educators with various levels of experience**
- **Device context:** **laptops in a classroom**

3. Game Genre & Core Loop

- **Game type:** **Zork-Style Text Adventure**
- **Core loop mechanics:** **The player is wandering through a dungeon. They come across monsters which are educational scenarios. To defeat the monster, they must choose the appropriate spell. Gamification elements are the spells.**
- **Win condition:** **Player defeats all monsters in the dungeon.**
- **Lose/Retry condition:** **Monster does 2-3 HP of damage to the player if the wrong spell is used, and if the player loses all 10 HP, the game ends.**

4. Game Mechanics

- **Number of items/questions:** **4 pairs of monsters and spells.**
- **Scoring:** **100 XP for every monster defeated.**
- **Timer:** **No timer**
- **Lives/Attempts:** **Player starts with 10 HP. Monster does 2-3 HP of damage to the player if the wrong spell is used, and if the player loses all 10 HP, the game ends.**
- **Progress indicator:** **HP and XP should be displayed**

5. Visual Design & Style

- **Theme/Color mood:** **dungeon crawl**
- **Graphics source:**
 - "Use only CSS shapes, emojis, and Unicode symbols (no external images)"
- **Layout preference:** **Text-base adventure**
- **Typography:** **high-contrast, sans-serif fonts for readability**

6. Interaction & Accessibility

- **Input method:** **simple keyboard commands, like Zork**
- **Feedback style:** **Gentle neutral feedback with the correct answer shown**
- **Language:** **English**

7. Technical Constraints

- **Output:** **A single `.html` file that opens directly in any modern browser.**

Kimi Prompt – Text Adventure

- ****No external dependencies:**** No CDNs, no image URLs, no backend server required.
- ****Responsive:**** optimize for laptop screens
- ****Data persistence:****
 - "No save needed; game resets on refresh"

Please build the complete game now. If the code is long, continue generating until the entire file is complete and runnable.