



Let's play:

**Empowering Librarians with
Gamification Strategies
for Youth Education**

Laimonas Ragauskas

www.awero.org



Funded by
the European Union

Tuesday, 21.10.2025

Time	Activities	Place	Resp. person
8:30–9:15	<i>Breakfast</i>	Library café, 1 st floor	
9:15–9:45	Energizer	Conference hall, 2 nd floor	Lecturer Laimonas Ragauskas
9:45–11:15	Gamification – where do I stand? Mission to explore the secrets of Gamification	Conference hall, 2 nd floor	Lecturer Laimonas Ragauskas
11:15–11:30	<i>Coffee break</i>	Conference hall, 2 nd floor	
11:30–13:00	Reviewing results of the mission Analysis of Game mechanics and dynamics Player Types	Conference hall, 2 nd floor	Lecturer Laimonas Ragauskas
13:00–14:00	<i>Lunch break</i>	Library café, 1 st floor	
14:00–15:30	Creating Game Mechnics and Dynamics. Practice 1: Role Play/ Simulation game	Conference hall, 2 nd floor	Lecturer Laimonas Ragauskas
15:30	<i>Coffee break</i>		
15:45–18.00	Sharing results Wrapping up and Reflection of the day	Conference hall, 2 nd floor	Lecturer Laimonas Ragauskas
18:00–19:00	<i>Supper</i>	Library café, 1 st floor	

Gamification in the context of youth work and libraries

Laimonas Ragauskas

www.awero.org

Download and install “**Actionbound**”
mobile application to your mobile device.

For **Android**, visit **Google Play** or scan this code



For **Apple iOS**, visit **App Store** or scan this code

USE 1 DEVICE PER TEAM



CREATE AND ADD YOUR TEAM NAME AT THE START!

Game Mechanics reported by groups

- Task, mission, fun element, learning element, interactive element, engaging answers, education through discussion
- Die rolling/ Card drawing/ Teamwork/ Decoder use/ Race to the center
- Draw-to-lose mechanics Defuse cards Hand management Action cards Combo system Player elimination
- Catan is a resource management game with three steps: roll the dice, interact with players and create a successful way of live for eg. Farmland, forests, mountains.
- Logical thinking, strategy, solving puzzles, distinguish fake information, winning
- Take a card Turn the sand timer and starting/ The first player to guess correctly moves/ The first player to reach the finish.
- Cards Tools/powers Paths connecting, tile placement Get to the treasure Two teams, opposing 1 saboteur
- 1: describe a person - the others Guess 2: you can make sounds/signs 3: guessing - multiple clues 4: competition: whoever guesses first gets more points 5: logical thinking

Game Thinking

- Running in a run club. Step counting challenges in the workplace. For children when they do small chores such as brushing teeth or washing their face, some parents give reward stars, reward trip like cinema or screen time.
- Gamified learning, collecting badges and points with Dojo Class
- As for jogging, after every five mile you get a treat, like water or some coins to enter the next level.
- Parents that give reward to their children for doing some homework.
- Offering a reward for completing work Learning: include games to revise (word search)
- In the library we often have free events which we advertise on a évent booking website. Events sometimes are booked out but the risk is that none of those who booked Will appear. And then those who are present and didn't book Will Miss out. This is a risk or variable.



Mon. 15



10:30 am

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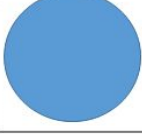




What is Gamification?

**The use of game
elements and game
thinking in non-game
contexts.**

Game & Game-Like Experiences Split by Design Intent

	Game Thinking	Game Elements	Virtual World	Game Play	Non Purposeful
Game Inspired Design					
Gamification					
Simulation					
Serious Game					
Game					

Marczewski, A.
(2015). *Game Thinking. Even Ninja Monkeys Like to Play: Gamification, Game Thinking and Motivational Design*

Game mechanics/ components

A particular structure or an object that drives forward the action in a game.

Game dynamics

The conceptual structures underlying a game, such as relationships, cooperation, the narrative and rules (constraints) that shape the game.

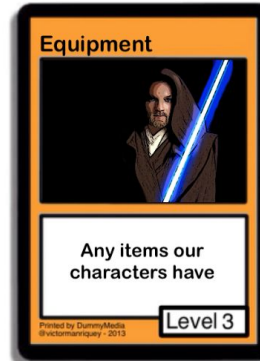
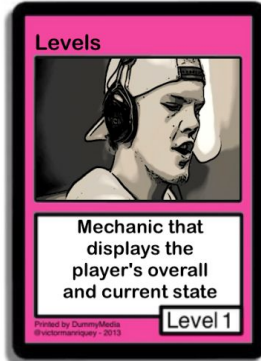
Game mechanics/ components



Game mechanics/ components



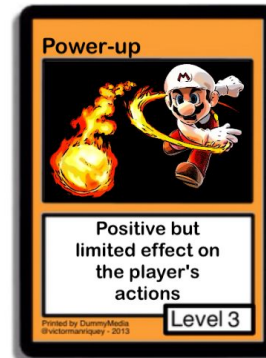
Game mechanics/ components



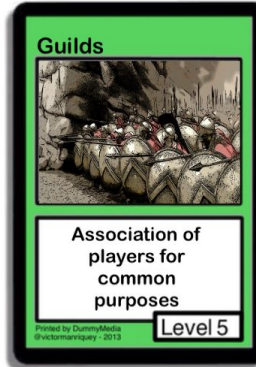
Game mechanics/ components

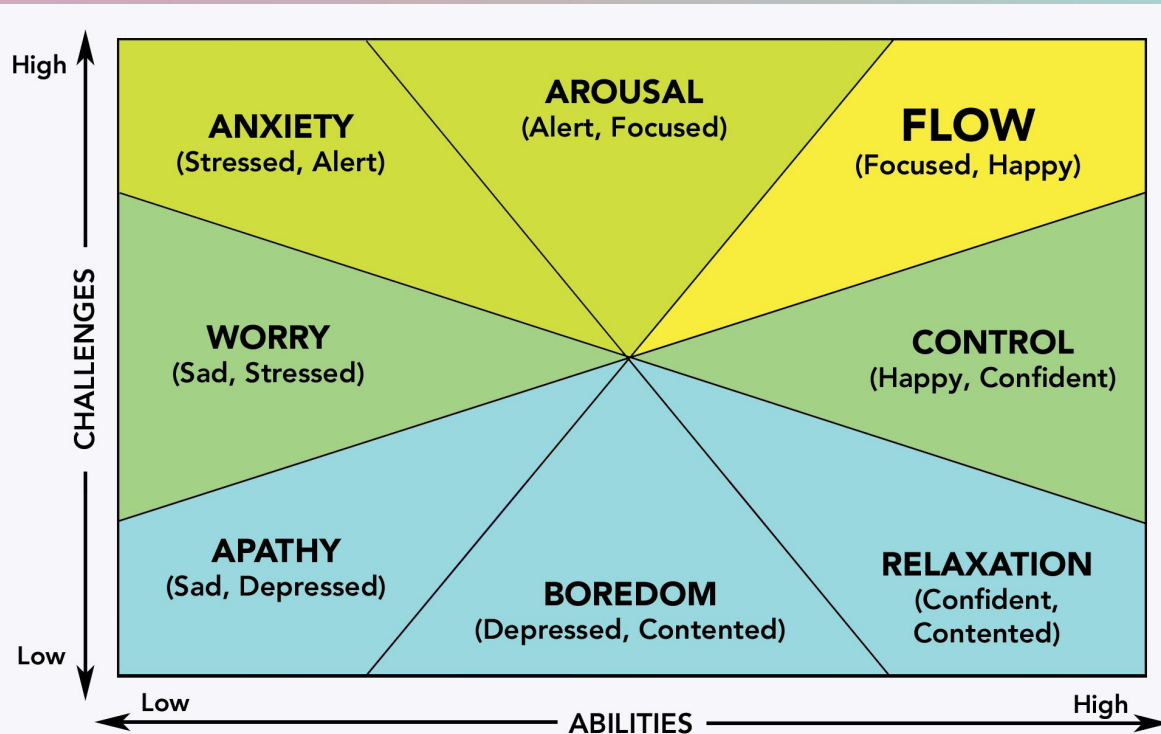


Game mechanics/ components



Game mechanics/ components





Mihály Csíkszentmihályi's model of flow
as related to challenge and ability.

Self-Determination Theory

A psychological theory developed by Edward Deci and Richard Ryan of the University of Rochester, along with many collaborators, which defines and emphasizes the importance of intrinsic motivation.

self-determination theory

HUMAN BEINGS HAVE THREE BASIC NEEDS:

COMPETENCE

People need to gain mastery and control of their own lives & their environment.
Essential to wellness.

AUTONOMY

People need to feel in control of their own life, behaviours and goals. This is about choice.

RELATEDNESS

People need to experience a sense of belonging and connection with other people.

*Feeling cared for by others
& to care for others.*

Based on the work of Richard Ryan and Edward Deci.

Start from WHY?

Game Dynamics

The conceptual structures underlying a game, such as the narrative and rules (constraints) that shape the game. These are the most abstract game elements. Players feel their effects but do not engage with them directly.

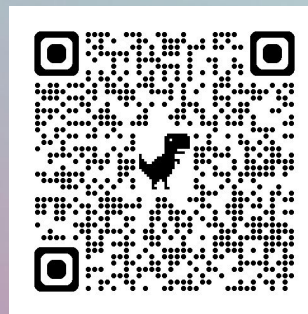
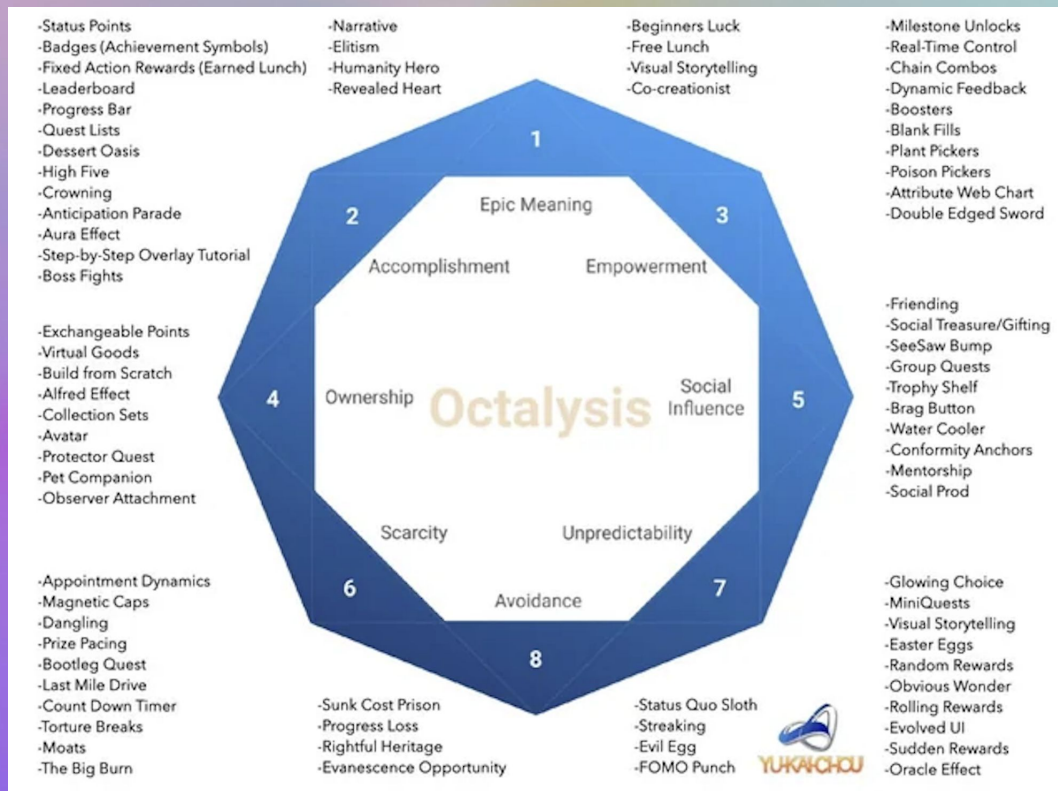
Start from WHY?

Game Dynamics

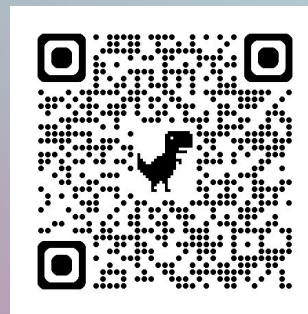
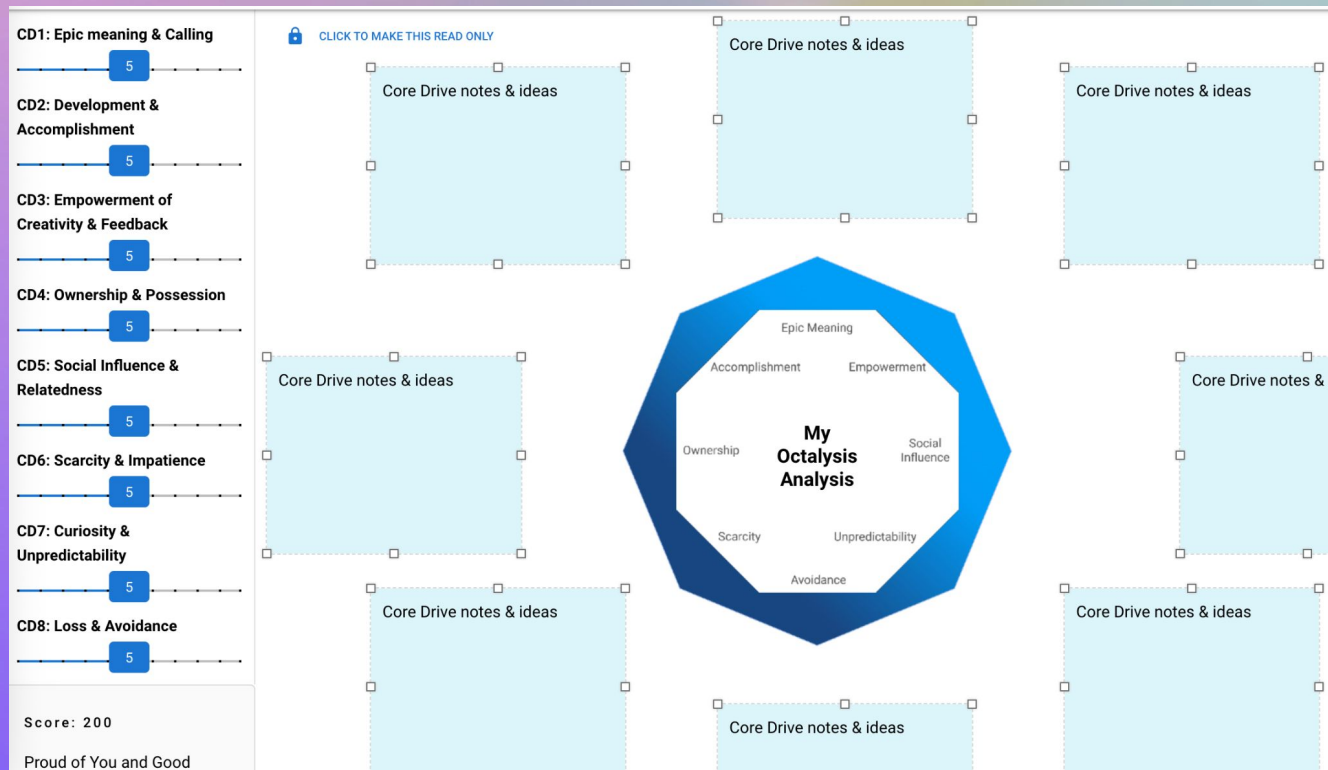
- Emotions (curiosity, competitiveness, frustration, happiness)
- Constraints (limitations or forced trade-offs)
- Progression (the player's growth and development)
- Relationships (social interactions generating feelings of togetherness, status, altruism)

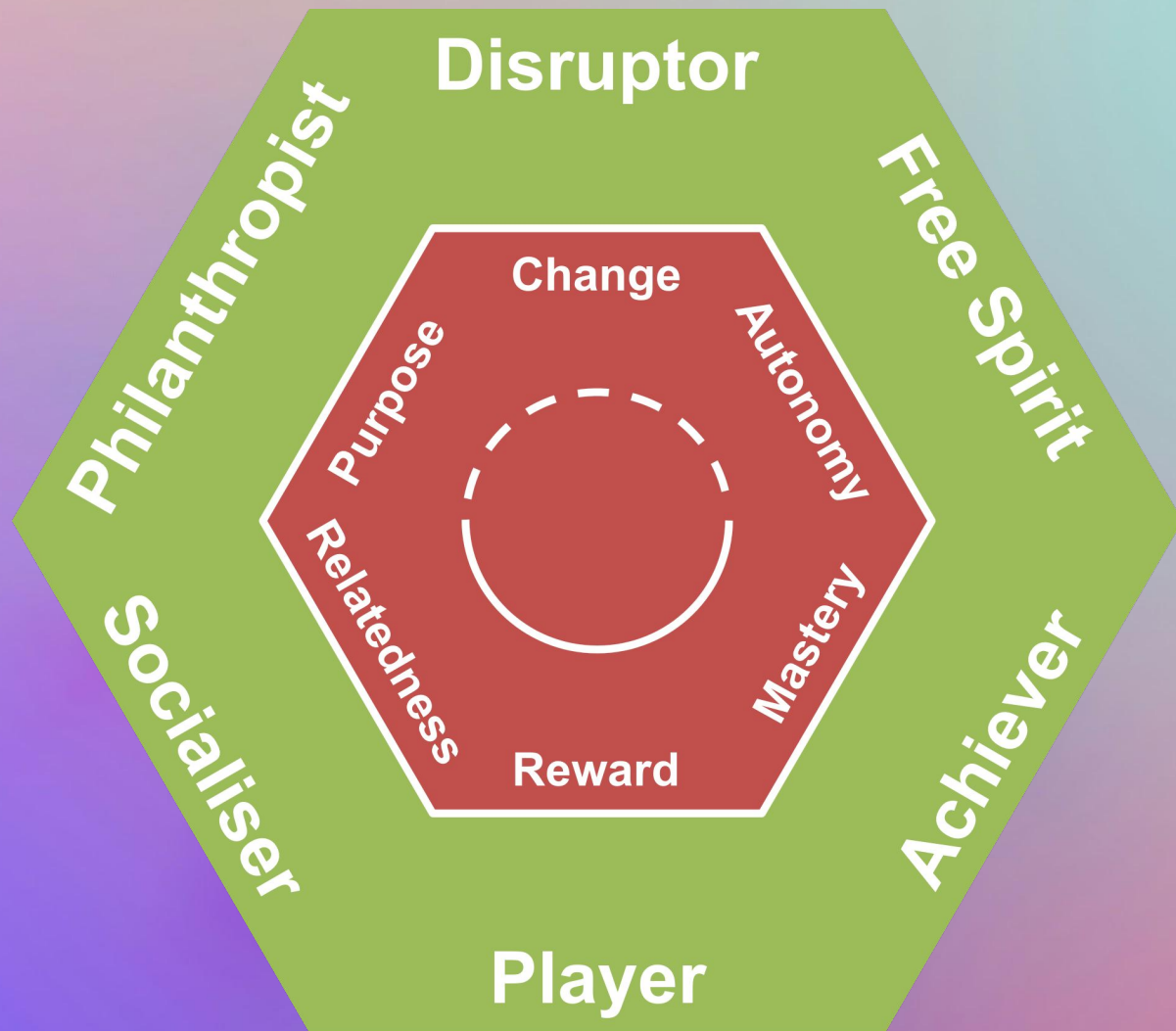
The Octalysis Framework for Gamification & Behavioral Design by Yu-kai Chou

What is important to consider for your target group and your work, when building gamified experiences?



The Octalysis Framework for Gamification & Behavioral Design by Yu-kai Chou





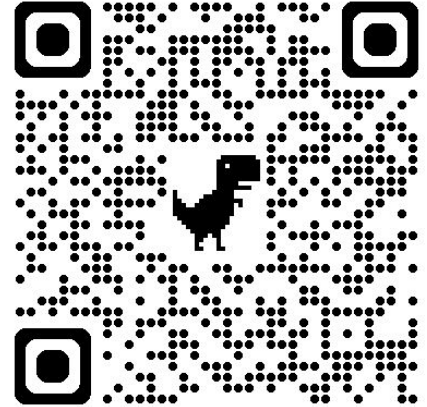


Game ON - Resources on Game design in non-formal learning settings

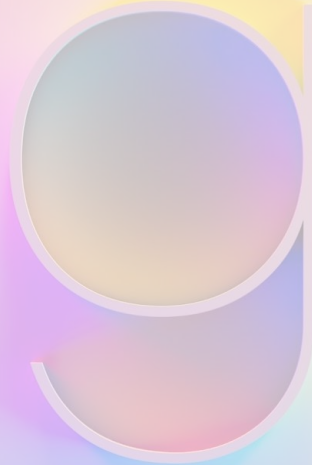
GameOn. Game design for inclusion

Game design is a powerful tool for unlocking the creative and innovative potential of the people who shape a game, seemingly a playful process. The GameOn project promotes game design practices with a focus on inclusion, benefiting young people, educators, and youth workers.

Explore



Simulation Games & Role Plays



Simulation Games & Role Plays

- **The simulation game** experience is a **model of reality** in which the potential exists for players to test boundaries and discover facets of themselves.
- **Role play** is an active learning method based on exploring the experience of the participants by giving them a scenario in which each person in the group has a **particular role to play**.

Simulation Games & Role Play

Why these methods?

- Narrative/story creation
- Role creation
- Mission creation
- Losses and Gains
- Competition, Cooperation, Empathy
- And much more...(you decide)

Simulation Games & Role Play

- Creation from 14:50 to 15:50
- Break 15:50 to 16:00

Step 6 → Prepare to Share

- From 16:00 You will have 6 min. to present your game design to two other teams. (Discuss in your team, what kind of feedback would you like to get from others?)

Simulation Games & Role Play

- Up to 6 minutes per team + 6 min. feedback time
- 3 teams will share with each other:
 - the purpose
 - the plot (narrative/ story)
 - roles
 - gameplay/ dynamic between roles
- Questions to other teams - what kind of feedback would you like to get from others?
- Other teams provide feedback

Come back after 40 minutes.

Practice - Learning from Experience



Apply to get new
experience

Experience

Conclusions

Reflection - making
sense of experience

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3rd Day**Wednesday, 22.10.2025**

Time	Activities	Place	Resp. person
8:30–9:15	<i>Breakfast</i>	Library café, 1 st floor	
9:15–9:45	Energizer	Conference hall, 2 nd floor	Lecturer Laimonas Ragauskas
9:45–11:15	Player's Journey Creating Game Mechnics and Dynamics. Practice 2: Actionbound	Conference hall, 2 nd floor	Lecturer Laimonas Ragauskas
11:15–11:30	<i>Coffee break</i>	Conference hall, 2 nd floor	
11:30–13:00	Playing created bounds Analysis of experience	Conference hall, 2 nd floor	Lecturer Laimonas Ragauskas
13:00–14:00	<i>Lunch break</i>	Library café, 1 st floor	
14:00 – 15.30	Motivation, Recognition, Belonging, Mastery with badges		
15:30	<i>Coffee break</i>		
15:45–16:30	Sharing results Wrapping-up	Conference hall, 2 nd floor	Lecturer Laimonas Ragauskas
16:30–18:00	Independent work in groups creating a project task.	Free choice of workplace	Urtė
18:00–19:00	<i>Supper</i>		

HERO's JOURNEY or MONOMYTH

- A structure that may help you take another look at how you are planning your user journey in gamified systems.
- In storytelling and, therefore in games, there is a structure that is well known and called the Hero's Journey or Monomyth.



Actionbound - multiple game mechanics and dynamics in one app

- Response to diverse player types
- Easy to create and share
- Easy to copy, remix, re-use
- Export of results/ Re-use of results for other purposes
- Multi-lingual support
- Comparatively cheap, if using it a lot
- Can work offline
- Location-based activities

Actionbound - multiple game mechanics and dynamics in one app

- Individual or Team based missions
- Fixed flow or Flexible flow of missions
- Quizzes (various versions)
- Creative Missions
- Treasure hunting indoors/ outdoors
- Points/ Leaderboards
- Easter Eggs (through “Switch” options)
- Rewards (Points, etc.)
- Etc.

Actionbound setup

- It's OK not to know something and it's OK to ask
- www.actionbound.com
- Click right hand menu for HELP section, when needed:
<https://en.actionbound.com/help/category/manual>
- Be ready by 11.30
- Break at 11.30
- Testing at 11.45

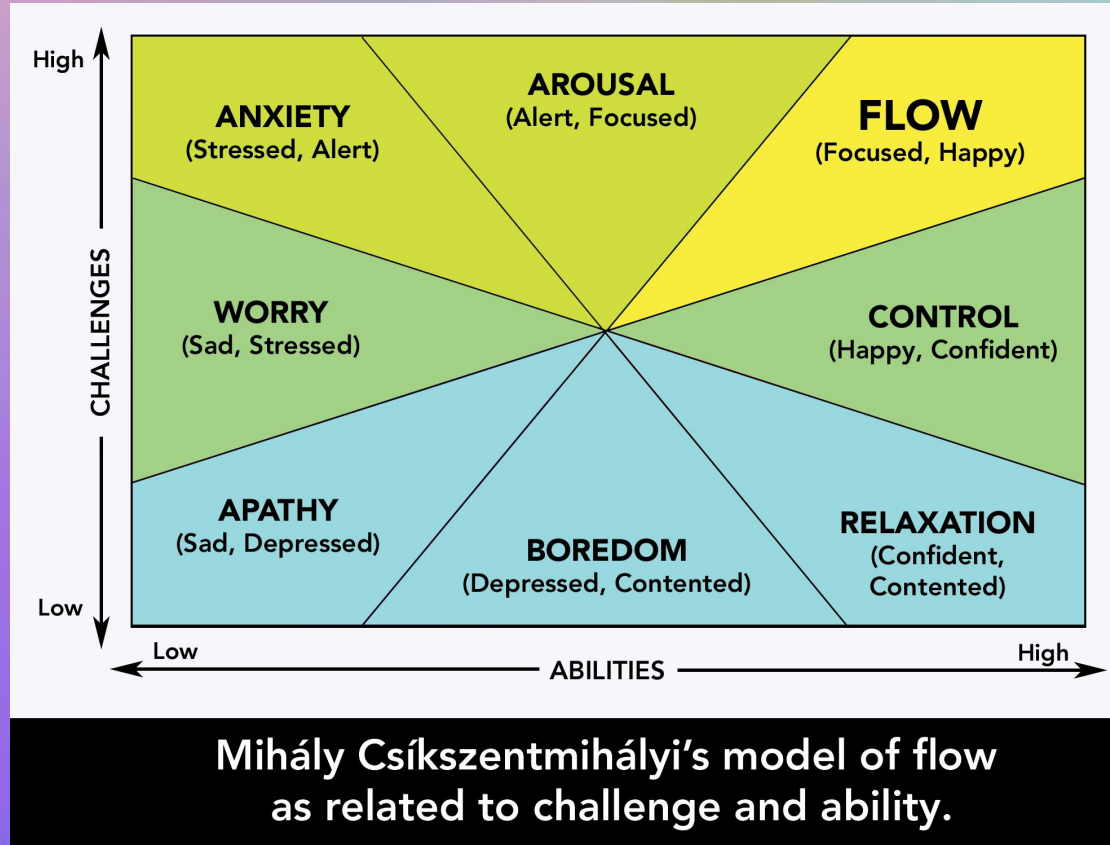
Actionbound Testing from 11.45

- Groups 1 & 3 & 9/ 2 & 4/ 5 & 7/ 6 & 10/ 8 & 11
- Show TESTING QR to the players (allows skipping and no need to find all locations)

PLAYERS

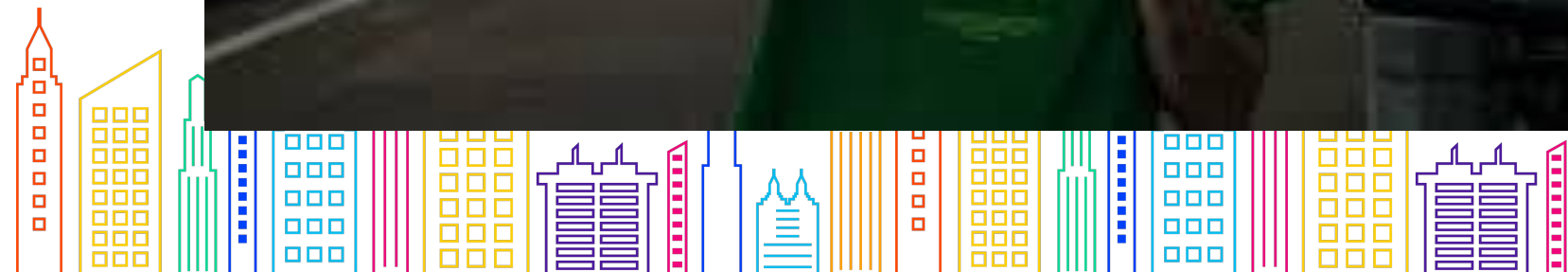
- Go through all missions - max. 15 min.!
- At each point try to read everything and accomplish all missions (if possible)
- Provide feedback:
 - what was engaging/ fun/ educational/
 - what would you suggest to add/ change?
- Come back to plenary room at 12.40 for final debriefing

How did you feel when playing the Bound?



OPEN DIGITAL BADGES





OPEN DIGITAL BADGES

- **Open Badges** are a digital standard for assessing and recognising learning achievements.
- Open Badges are **micro-certificates** that showcase interests, development, abilities, membership, and more.
- The tool was created by the Mozilla Foundation in **2010**.
- Organisations around the world have adopted and use the standard. In 2022, more than 74 million Open Digital Badges were issued globally across various sectors.



<https://awero.org/en/blog/open-badges>

<https://www.1edtech.org/article/report-findings-show-open-badges-issued-tops-74-million-globally>

OPEN DIGITAL BADGES

Each badge has an image that contains metadata about:

- the recipient,
- the issuer (organisation),
- the achievements,
- the criteria for badge earning
- and the submitted evidence of achievements.

<https://awero.org/en/blog/open-badges>





BADGE EXAMPLE SOLIDARITY CORPS VOLUNTEER



1. Proud Volunteer

Badge information

Issued badges

I am taking part in the European Solidarity Corps programme. I managed to accomplish the selection process and communication with sending and hosting organisations. I handled international travel arrangements and started my international volunteering experience.

This badge was issued by my mentor, who supported me throughout the volunteering project.

The badge is part of the Achievements Programme for the European Solidarity Corps.

Tasks



Task no.1

Evidence verified by: one activity organiser

Provide a brief description of your volunteering placement and major volunteering tasks to this day.

The badge is issued after your mentor confirms this evidence.

Add evidence

Activity

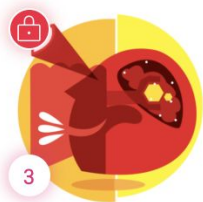


PSPC - ESC
Achievements
Programme

Organiser



Europos solidarumo
korporusas (ESK)



1. Meta Badge - Master of methods

Badge information

Issued badges

Endorsements

You have to get all badges from the list below



This badge shows my experience and methodological competence development in the context of mentorship. I unlocked this badge after receiving badges for demonstrating knowledge and understanding about methods for European Solidarity Corps mentoring context and reflected practice of using methods.

Tasks



Task no.1

Evidence verified by: self-approved

Receive other badges showing your competence in this area of Mentor's work.

Interest categories

Learning to learn

Social competence

**BADGE
EXAMPLE
SOLIDARITY
CORPS
MENTORS**

Activity



Badges for EVS
Mentors

Organiser



Lietuvos neformaliojo
ugdymo asociacija

< Growing recognition ecosystems with Open Badges



Full house: Growing recognition ecosystems with Open Badges

You have to get all badges from the list below



Earn this badge for attending both days of the international "Growing Recognition Ecosystems with Open Badges" event. You've delved into the practical applications of Open Badges and explored their broader impact across various sectors. You're now equipped to shape the future of learning and recognition!

Tasks

 Task no.1 Evidence verified by: self-approved

Participate in day 1 and day 2 of the event Growing recognition ecosystems with Open Badges

Tags

#Being open towards learnin...

#Taking a pro-active role in n...

Activity



Growing recognition ecosystems with Open Badges

Badge issuer recognized with



QUALITY LABEL
for badge recognition

Organiser



Dutch Cities of Learning

**BADGE
EXAMPLE
CONFERENCE**

BADGE EXAMPLE INTERNATIONAL YOUTH EXCHANGE

< [Badge system for Erasmus+ International Youth Exchanges](#)



Proactive

[Badge information](#)

[Issued badges](#)

[Endorsements](#)

I took initiative to contribute to the common well-being of others during the international youth exchange project.

During the programme activities and informal time I showed positive attitude towards other people.

Driven by the inner motivation I contributed to the shared goals and project success.

Tasks

Task no. 1

Evidence verified by: one activity organiser

To earn this badge, complete some of the following challenges:

1. Help others in need to solve their issues and overcome challenges. Upload evidence of your support and confirm this with another project member.
2. Do something good and pleasant for the other members of the group. Upload evidence and confirm this with at least 3 other project members.
3. If bored, take the initiative to make something interesting and fun with others. Upload pictures of and/or describe your initiative taken.
4. Try out your own ways to contribute to the better well-being of the group. Describe what new ways you tried out.
5. During the reflection time discuss with others what works for taking initiative. Share what works for you to take the initiative.

Add badge evidence (text, images, audio, video files) to prove your superpower of being proactive.

[Add evidence](#)

Interest categories

[Entrepreneurship competence](#)

Activities



[Next youth exchange with clones](#)



[Badge system for Erasmus+ International Youth Exchanges](#)

Badge issuer recognized with



QUALITY LABEL
for badge recognition

Organiser



[Badgecraft](#)

CREATE YOUR ANALOGUE BADGE FOR YOURSELF

Open Badge Canvas



QUALITY LABEL
for badge recognition

Participant's name:



BADGE NAME



DESCRIPTION OF ACHIEVEMENTS



BADGE TASKS

BADGE IMAGE



BADGE EVIDENCE



ASSESSMENT OF ACHIEVEMENTS



Give your new badge the name that will be clear to others and tell something what it is about.



Describe what you want to achieve and represent with your badge (e.g. new knowledge, developed skills).



Identify what you need to do in order to complete the learning related to your badge.



Specify the evidence which will support your claim for achievements and will help to establish badge trust.



Create the image of your badge that you want to award yourself at the end of your learning journey.



Indicate who can verify the badge evidence: self, anyone, peers, participants or project managers.



CITIES OF
LEARNING
by awero

CREATE YOUR ANALOGUE BADGE FOR YOURSELF

- Reflect on your learning journey throughout these 2 days
- You can reward YOURSELF for accomplishing something, which is really important for you!
- Describe badge **name, description and criteria**:
 - what would you have to do to get such badge? For example....
 - To take active part in all sessions
 - To design unique role play
 - To build gamified experience on Actionbound
 - To give feedback to at least 3 peer learners



SHARE YOUR BADGE WITH OTHERS

- Present your badge to other few peers
- Tell briefly why do you deserve this badge



ARRIVAL BADGES

BADGE COLLECTION PATHWAY

THE START >>>



Ready-Steady

Checked-in!

I am Bestseller

CONTRIBUTION BADGES



Hello World!

Contributor

Cought in Net (Work)

FUN BADGES



Lost in Space

Bar Star

At the Clouds



Flexi Time

Lost Memory

Party Animal

LEARNING BADGES



Pathways to the Future

Youth Policy Navigator

Jump to the Competence

Better Future



Cross-Sectoral

Speaker for Youth!

Youth on the Move

Badge Envy



Participate!

Go 4 Inclusion!

Get the Spark!

Alliance for Youth



Connected in Latvia

Best in the East

Super Curious

Inspirational

FEEDBACK STICKERS



Talk of the day!

Supporter of the day!

Idea blaster

Awesomeness

ATTENDANCE BADGES



Potential of Mobility

Policy Builder

Future App



The Power of Youth Work



Youth in Transition



Young Entrepreneurs



Youth Policy for Employability



Cross-Sectoral for Youth

BADGE COLLECTION PATHWAY

FINISH! <<<



Eastern Partnership Youth Forum

Arrival badges



Learning Islands badges



Space to Explore badges



Inspirational speeches badges



Workshop badges

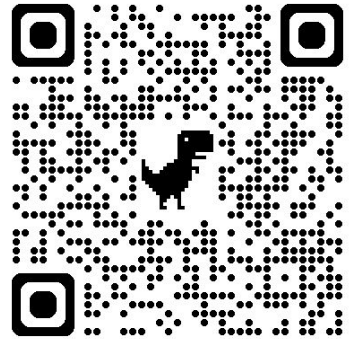


Special badges



YOU CAN CREATE OPEN DIGITAL BADGES

- Go to www.awero.org
- Create personal account, if you don't have one
- Register organiser account
- Start creating your first ACTIVITY and platform will generate you your FIRST BADGE
- Then edit description, image (if you need to)
- And you are ready to issue badges!
- Learn more in this Learning Playlist ----->



YOU CAN EARN A BADGE FOR THIS WORKSHOP NOW

- use your Badgecraft login data (if you have)
- If not, create an account and get your badge.
- You will gain access to content about this workshop

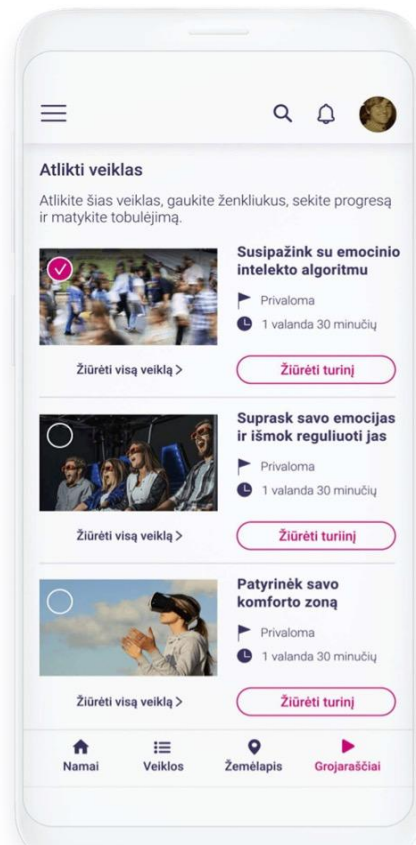
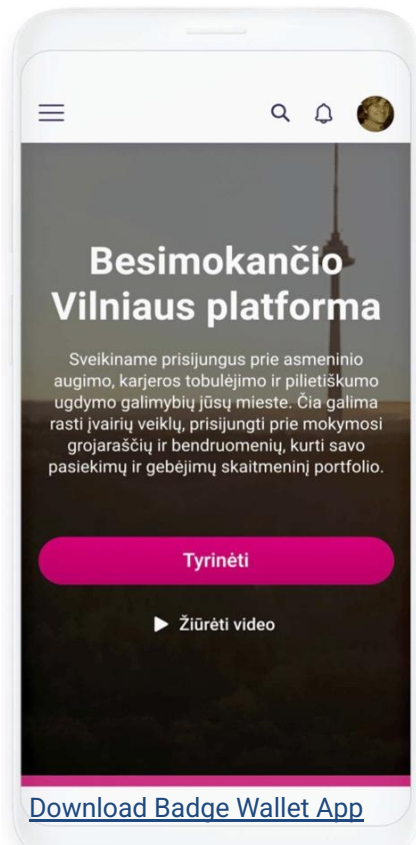


BADGE WALLET APP

PLAY STORE



APP STORE



[Download Badge Wallet App](#)



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