

Gamification



Adrian Hutchinson & Sandra Wood

The bored 'Millennial' ?

Engaging

MILLENNIALS

Using Social Learning Communities

Millennials are extremely fluent with training and media, and they are just as committed to reaching business goals as their more experienced coworkers

The infographic features a header with a geometric pattern in shades of red, orange, and blue. Below the header, the word 'MILLENNIALS' is prominently displayed in large white letters. Underneath, the subtitle 'Using Social Learning Communities' is written in a smaller font. A line of text states: 'Millennials are extremely fluent with training and media, and they are just as committed to reaching business goals as their more experienced coworkers'. At the bottom, there is a row of six stylized, colorful illustrations of diverse young adults representing Millennials.

Who plays games? Who are gamers?



52% of gamers are women



& more people over 44 are playing games



Is police e-learning currently fit for purpose?



Constable Chaos
@ConstableChaos

Today's Poll: Is NCALT a viable, useful training method for police officers ?

Yes, it works

8%

No, don't be stupid

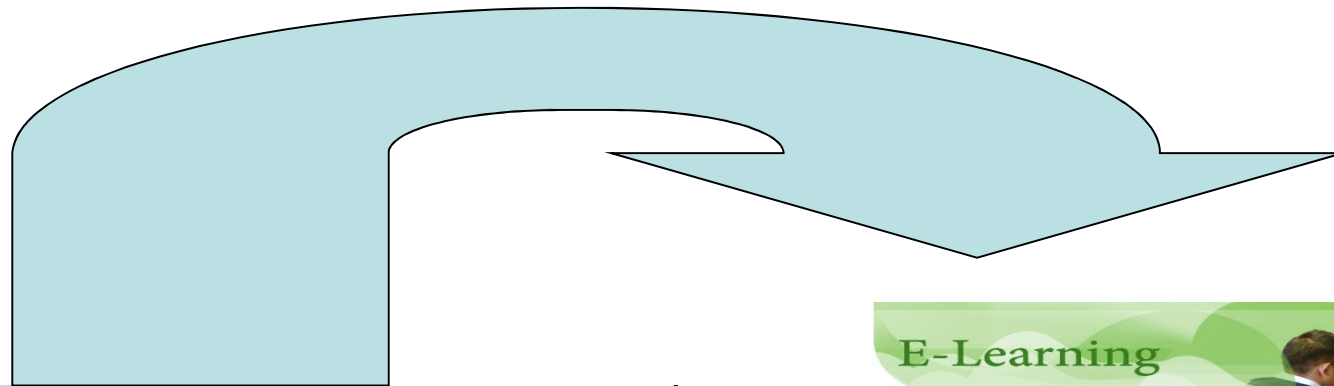
92%

453 votes • Final results

Future or Fail?



What is 'Gamification'?



E-Learning

Training for staff and governors

- Facilitator trainers available in Worcestershire to deliver the Home Office WRAP (Workshop to Raise Awareness of Prevent) training – contact Senior Safeguarding Adviser for details of trainers.
- E-learning Channel General Awareness course available. Module takes about 25 minutes to complete and will enable you to:
 - Explain how Channel links to the government's counter-terrorism strategy (CONTEST)
 - Describe the Channel process and its purpose
 - Identify factors that can make people vulnerable to radicalisation
 - Define safeguarding and risk ownership of the Channel process

http://course.ncalt.com/Channel_General_Awareness/01/index.html

Gamification influences learning/behaviour



So what are we doing?

An Introduction to Government Security Classification (GSC)

Principle 3

Even if information is classified OFFICIAL, it does not mean that everyone has a right to access that information. In some cases, you should enforce a more limited 'need to know' and apply appropriate control measures to keep the information secure.

If the information is compromised and could threaten someone's safety, jeopardise an operation or investigation, or damage the reputation of the force, then you must mark it as OFFICIAL-SENSITIVE.

OFFICIAL-SENSITIVE is a caveat, not an extra classification, and should only be used only when absolutely necessary.

Click Next to continue

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Where there is a 'need to know' and further security control measures are required to protect the information, it must be marked as OFFICIAL-SENSITIVE.

The originator must state why they have marked it OFFICIAL-SENSITIVE and must also apply handling conditions and network control measures.

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'What works' in gamification?



Looking forward

- Immersive Simulation



Have you played a game yet today?



ANY QUESTIONS??

adrian.hutchinson@met.pnn.police.uk

sandra.h.wood@met.pnn.police.uk