

Make learning engaging with **gamification** for academia

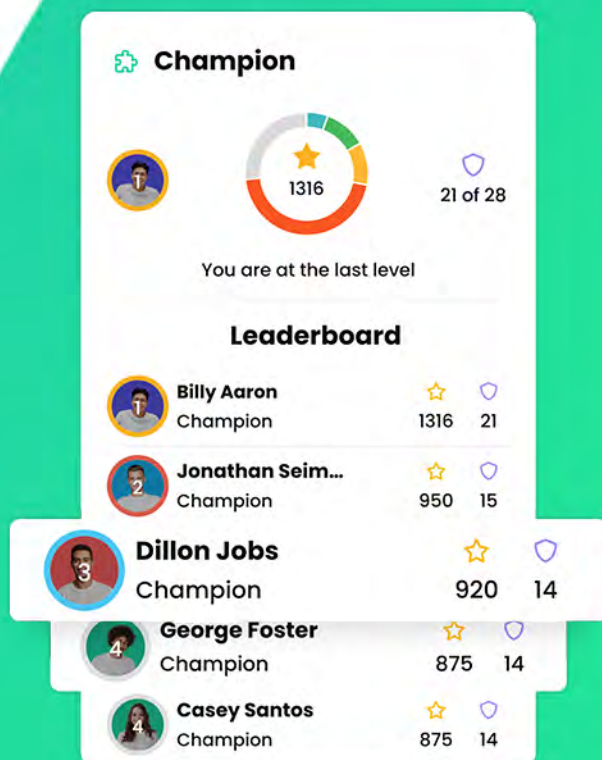


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Gamification is based on automation, a powerful feature that makes it easy for teachers to trigger actions such as awarding badges and points to students when they complete tasks.

Benefits of gamification in the classroom

Teachers can use games as a way of making their classes more engaging and fun for their students. Adding a gaming element to a classroom can **encourage students** not only to **learn more**, but also to **stay motivated** throughout the entire learning process. Most of all, they get a **sense of achievement as they tackle challenges**, get out of their comfort zone and become **more involved** in their studies.

Gamification is a powerful tool that enables teachers to **track students' progress** as they advance through lessons, regardless of the difficulty level of a subject. Gamification also **introduces a competitive spirit** as students advance through games to improve their **rankings and earn more prizes**.



How to use gamification in CYPHER

The gamification feature available in CYPHER allows teachers to **create games for classes, learning paths, and site-wide games**.

CYPHER Agent, powered by AI, can set up gamification in minutes. Gamification is based on automation, a powerful feature that makes it easy for teachers to **trigger actions**



such as awarding badges and points to students when they complete classroom tasks. For example, teachers can trigger actions to award points and badges when students complete a lesson or assignment.

Here is an overview of how gamification works in CYPHER:

Class games

Teachers can easily create class games and **customize each game to suit a specific theme or subject**. You can add more than one game per class. The first step is to create the game levels and define how many points are required to pass each level in the

game. **Levels are a fun way for students to see their progress in a game** and it gives them something to look forward to as they learn. The points that students earn for completing lessons, assignments, and more will **help them advance through the levels**.

Levels			
Levels	Points	Edit	Remove
📊 Beginner	100		—
📊 Intermediate	200		—
📊 Advanced	300		—
📊 Expert	600		—
			

After creating the levels, you can **add rules that automatically award points** and badges to students when they complete different tasks. There are various areas in a class where you can **use automation to set up rules** for awarding badges and points:

Enrollment and unenrollment actions

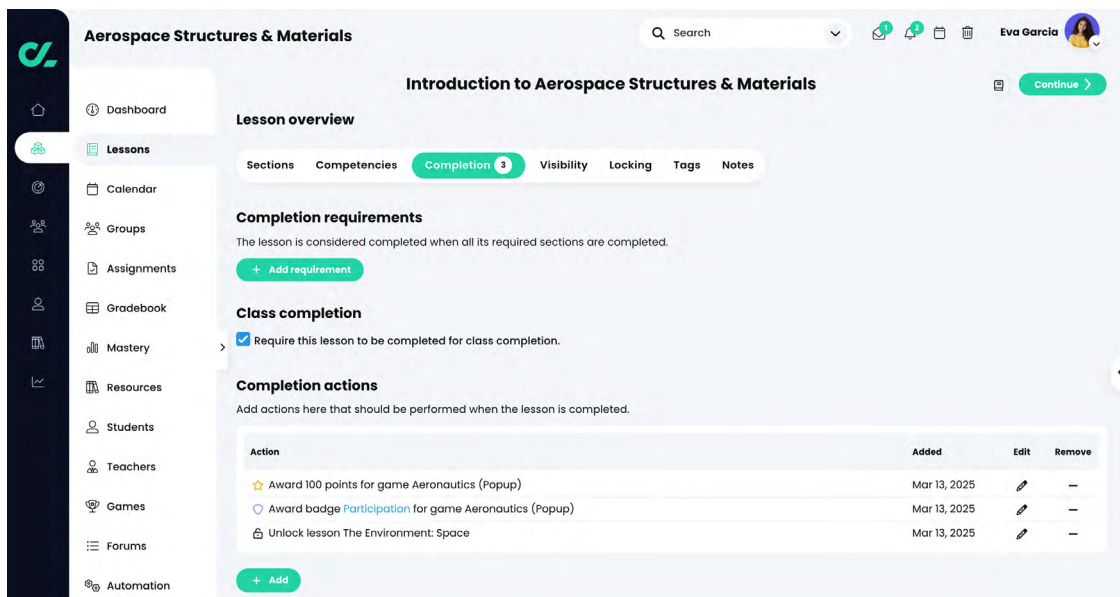
Teachers can create actions that award badges and points when new students are enrolled in classes or when students are unenrolled from classes.

Class completion actions

Teachers can trigger actions that award badges and points when students complete classes.

Completion actions for lessons, sections, and assignments

Teachers can trigger actions that award badges and points, when lessons, content pages, and assignments are completed.



Action	Added	Edit	Remove
★ Award 100 points for game Aeronautics (Popup)	Mar 13, 2025		—
🏆 Award badge <i>Participation</i> for game Aeronautics (Popup)	Mar 13, 2025		—
🔒 Unlock lesson The Environment: Space	Mar 13, 2025		—

In the case of **assignments** you can also **set a minimum score** that is required for the assignment to be completed. As an example,

when a student gets the score of 70, the assignment is complete and you can add a rule to award 50 points for the class game.

Aerospace Structures & Materials

Materials & Manufacturing Methods

Quiz: Materials

Assignment Questions Grades Submission status Analytics Grading scale Competencies **Completion 4**

Lesson completion

☒ Require this section to be completed for lesson completion.

Completion requirements

The assignment is considered completed when the student grades at least 70%.

[Edit](#) [Remove](#)

Completion actions

Add actions here that should be performed when the assignment is completed.

Action	Added	Edit	Remove
Add to group Geology Miners	Sep 23, 2021	Edit	Remove
Award 50 points for game Aeronautics (Popup)	Sep 24, 2021	Edit	Remove
Award badge Stormtrooper for game Aeronautics (Popup)	Sep 24, 2021	Edit	Remove
Award 50 points for game Class game (Popup)	Sep 29, 2021	Edit	Remove

Score-based actions

You can also **add rules that are triggered** when students achieve a certain score.

For example, if a student gets a high score, you can award them a badge.

Aerospace Structures & Materials

Materials & Manufacturing Methods

Quiz: Materials

Assignment Questions Grades Submission status Analytics Grading scale **Grade rules** Competencies

This is the area where you can add rules and actions for when students achieve a specified grade.

[+ Add rule](#)

Score > 80%

The following actions are performed if the score > 80%:

Action	Added	Edit	Remove
Award 150 points for game Participation (Popup)	Mar 18, 2025	Edit	Remove
Award badge Gold star for game Participation (Popup)	Mar 18, 2025	Edit	Remove

[+ Add action](#) [Edit](#) [Delete](#)

Level actions

Define actions that are triggered when a particular **game level is achieved**.

For example, students can receive a badge when they reach a new level in the game.

Beginner level actions

The following actions are performed when this level is achieved

Action	Added	Edit	Remove
✉ Send the canned message: "achieve level" (Popup)	Mar 17, 2025		—
🏆 Award badge Great job for game Participation (Popup)	Mar 17, 2025		—

[+ Add](#)

You can see an **overview page** of all aspects of a game: the name, levels, actions for each

level, a list of badges, the number of total points, teams, and leaderboard settings.

- Dashboard
- Lessons
- Calendar
- Groups
- Assignments
- Gradebook
- Mastery
- Resources
- Students
- Teachers
- Games**
- Forums
- Automation

Aerospace Structures & Materials

Search

Eva Garcia

Class game

Add the game description here

[Edit](#) [Delete](#)

Levels

Levels	Points	Edit	Remove
📶 Sky Pilot (Beginner)	300		—
📶 Star Navigator (Intermediate)	700		—
📶 Cosmic Voyager (Advanced)	1000		—

[+ Add](#)

Sky Pilot (Beginner) level actions

The following actions are performed when this level is achieved

Action	Added	Edit	Remove
✉ Send the canned message: "achieve level" (Popup)	Sep 28, 2021		—
🌟 Award 50 points for game Aeronautics (Popup)	Nov 14, 2022		—

[+ Add](#)

Star Navigator (Intermediate) level actions

The following actions are performed when this level is achieved

Leaderboard

Billy Aaron	Cosmic Voyager (...)	2441	8
Louie Anderson	Sky Pilot (Beginne...	475	2
George Foster	Sky Pilot (Beginne...	475	2
Jack Robinson	Sky Pilot (Beginne...	425	3
Andrew Foster	Sky Pilot (Beginne...	375	2
Aaliyah Johnson	Sky Pilot (Beginne...	325	3
Ji-hoon Kim		275	2
Arjun Patel		275	2
Emma Smith		250	2
Jordan Chen		225	2

Teams

Airbus Enthusia...	5191	26
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Add a competitive spirit to your class game by using the leaderboards feature. Leaderboards show class rankings according to levels, points and badges.

Leaderboard			
	Billy Aaron Cosmic Voyager (...)	2441	8
	Louie Anderson Sky Pilot (Beginne...	475	2
	George Foster Sky Pilot (Beginne...	475	2
	Jack Robinson Sky Pilot (Beginne...	425	3
	Andrew Foster Sky Pilot (Beginne...	375	2
	Aaliyah Johnson Sky Pilot (Beginne...	325	3

You can also keep track of each student's progress in a game by clicking on points and badges that are displayed on leaderboards.

Billy Aaron			×
Levels			
Name		Awarded	
	Sky Pilot (Beginner) 300 points	Oct 15, 2024	
	Star Navigator (Intermediate) 700 points	Nov 15, 2024	
	Cosmic Voyager (Advanced) 1000 points	Dec 10, 2024	
Badges			
Description		Awarded	
	Kyro Ren For completing lesson Aerospace Structures.	Nov 16, 2024	
	Jedi For completing lesson Stresses.	Nov 10, 2024	
	Obi Wan-Kenobi For completing lesson Design & Certification.	Oct 15, 2024	
	Obi Wan-Kenobi For completing lesson Selection of Materials & Structures.	Aug 12, 2024	
	Kyro Ren For completing lesson Fatigue.	July 12, 2024	
	Great job For completing assignment Science survey	Mar 17, 2024	

Learning path games

Teachers can **inspire students to achieve goals** using learning paths. Each goal can represent a class or a certificate. **Students must complete goals**, one by one, **in order to achieve mastery** of a topic. You can

create path games and award points and badges when students are enrolled or unenrolled from the path, when they complete goals, and when they finish the path.

Civil engineering compliance

Search

Mike Posner

Lessons

Lessons and sections can be completed in any order.

Analytics + Add Hide sections Select all Current Delete

1. Introduction to Aerospace Structures & Mat... Oct 4, Room 102

Welcome to the Aerospace Structures & Materials class! This course will help you explore the design of an aircraft from the POV of an aerospace engineer.

5 sections

Section	Given	Submitted	To grade
Introduction			
Motivation to join this course	✓	4	
What do you expect to learn in this class	✓	11	
Proposition	✓	4	
Aeronautical Engineering			

2. Aerospace Structures Oct 19, Room 234

Activity

- Billy Aaron Viewed lessons overview
- Jordan Chen Viewed Aerospace structures
- Andrew Foster Viewed Aeronautical Engineering

To-do

1 assignments to grade

Announcements

None

Class game

Student	Score	Rank
Billy Aaron Advanced	650	3
Louie Anderson Intermediate	350	2
Trichia Clales		

You can easily set up rules that award points and badges in the path from the **Automation tab**.

Civil engineering compliance

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Automation

Class Lessons Edit

Enrollment actions

Action	Added
Add to group NASA's Ames Research Center Visit	Mar 13, 2025
Send custom notification to user	Mar 13, 2025
Unlock lesson Introduction to Aerospace Structures & Materials	Mar 13, 2025
Award 100 points for game Class game (Popup)	Mar 17, 2025

Unenrollment actions

Action	Added
Send the canned message: "unenrollment"	Sep 23, 2021
Lock lesson Introduction to Aerospace Structures & Materials	Jun 16, 2022

The **game overview page** in a path shows details about the game, such as its levels, when points and badges are awarded, and the leaderboard.

Civil engineering compliance

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Mike Posner

Class game

Add the game description here

Edit Delete

Levels

Levels	Points	Edit	Remove
Beginner	50	Edit	Remove
Intermediate	100	Edit	Remove
Advanced	500	Edit	Remove

+ Add

Beginner level actions

The following actions are performed when this level is achieved

Action	Added	Edit	Remove
Send the canned message: "achieve level" (Popup)	Mar 13, 2025	Edit	Remove
Award 50 points for game Class game (Popup)	Mar 13, 2025	Edit	Remove
Award badge <i>Best attitude</i> for game Aeronautics (Popup)	Mar 13, 2025	Edit	Remove

+ Add

Intermediate level actions

The following actions are performed when this level is achieved

Leaderboard

Player	Points	Badges
Billy Aaron (Advanced)	650	3
Louie Anderson (Intermediate)	350	2
Trichia Ciales (Intermediate)	350	2
Jordan Chen (Intermediate)	200	2
Andrew Foster (Intermediate)	200	2
George Foster (Intermediate)	200	2
Eva Garcia (Intermediate)	200	2
Mineta Halabas... (Beginner)	200	2
Dillon Jobs (Beginner)	200	2
Mike Posner (Intermediate)	200	2



Adding a gaming element to a classroom can encourage students not only to learn more, but also to stay motivated throughout the entire learning process.

Creating site-wide games

You can create site-wide games and **award points and badges for it from any area of the platform** where automation can be used. You can trigger actions when new accounts are created, when users enroll in groups or classes, when students complete learning

paths, and more. A **site-wide game uses a scoring system that allows users to gather points** for a site-wide game from various areas of the platform. Only administrators can create site-wide games.

Admin

Aeronautics
Add the game description here

Levels

Levels	Points	Edit	Remove
Jetstream Explorer (Beginner)	100		—
Space Commander (Intermediate)	300		—
Galactic Pioneer (Advanced)	500		—

Jetstream Explorer (Beginner) level actions
The following actions are performed when this level is achieved

Action	Added	Edit	Remove
Send the canned message: "achieve level" (Popup)	Sep 24, 2021		—

Leaderboard

Billy Aaron	Galactic Pioneer (...)	1316	21
Jonathan Seim...	Galactic Pioneer (...)	950	15
Dillon Jobs	Galactic Pioneer (...)	920	14
George Foster	Galactic Pioneer (...)	875	14
Casey Santos	Galactic Pioneer (...)	875	14
Louie Anderson	Galactic Pioneer (...)	850	14
Mineta Halabas...	Galactic Pioneer (...)	825	13
Andrew Foster	Galactic Pioneer (...)	800	13
Jordan Chen	Galactic Pioneer (...)	750	12
Aaliyah Johnson	Galactic Pioneer (...)	720	12

For example, you can award points and badges from the **Account section** of the platform, when new students join the platform.

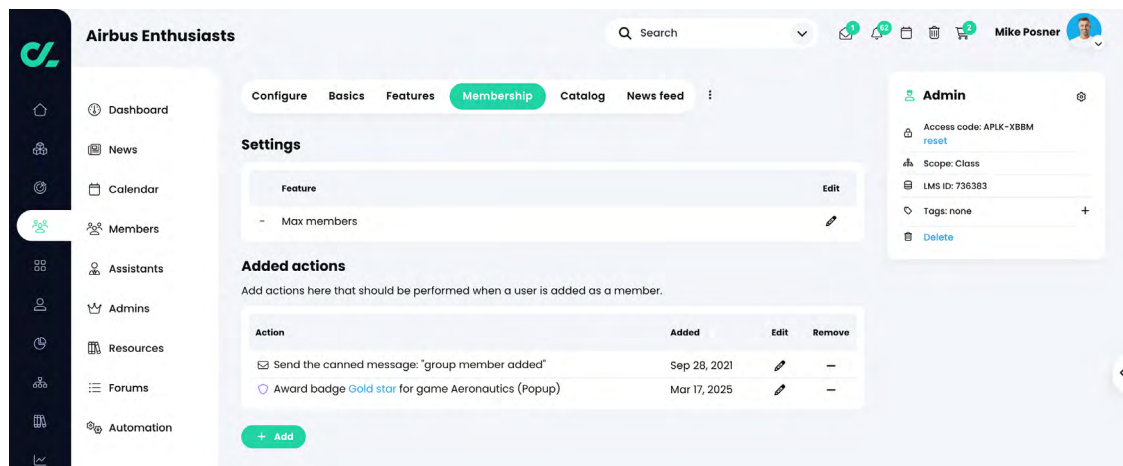
Admin

Rules

Added actions
Add actions here that should be performed when an account is added.

Action	Added	Edit	Remove
Enroll in class Welcome to the world of Science and Technology	Oct 11, 2024		—
Send the canned message: "new account"	Oct 14, 2024		—
Add to group Astronomy Watchers (Account type in Teacher)	Mar 13, 2025		—
Award 50 points for game Aeronautics (Popup)	Mar 17, 2025		—
Award badge Positive attitude for game Aeronautics (Popup)	Mar 17, 2025		—

You can also award points and badges **when new members are enrolled in a group.**



Team games

You can **encourage students to participate in a fun contest** together with their classmates. Teachers can create team games by adding groups from the platform to class, path and site-wide games.

The **team leaderboard is visible on the game landing page**, displaying information such as teams ranking, total points, and badges earned by each team.

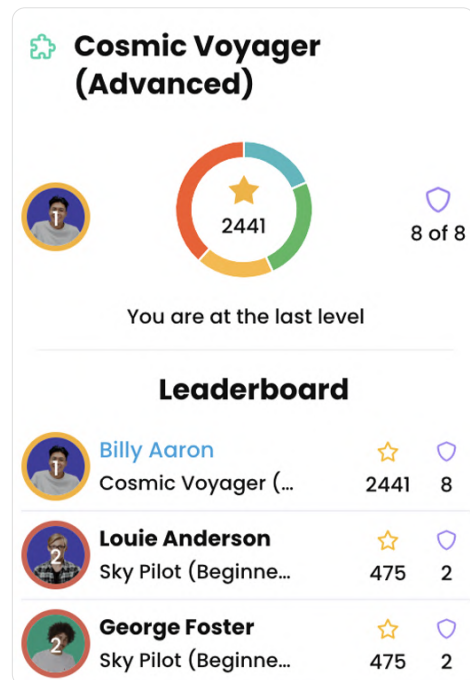
Teams			
	Astronomy Wat...	2570	45
	Science Fiction ...	700	16
	NASA's Ames R...	700	16
	IST Alumni - Aer...	700	16

Astronomy Watchers			
Player	Level	Points	Badges
Jonathan Seimour	Galactic Pioneer (Advanced)	950	15
Dillon Jobs	Galactic Pioneer (Advanced)	950	14
Garcia, Taylor	Galactic Pioneer (Advanced)	920	15
Maestro, Giovanni	Galactic Pioneer (Advanced)	920	14
Patel, Arjun	Galactic Pioneer (Advanced)	700	16

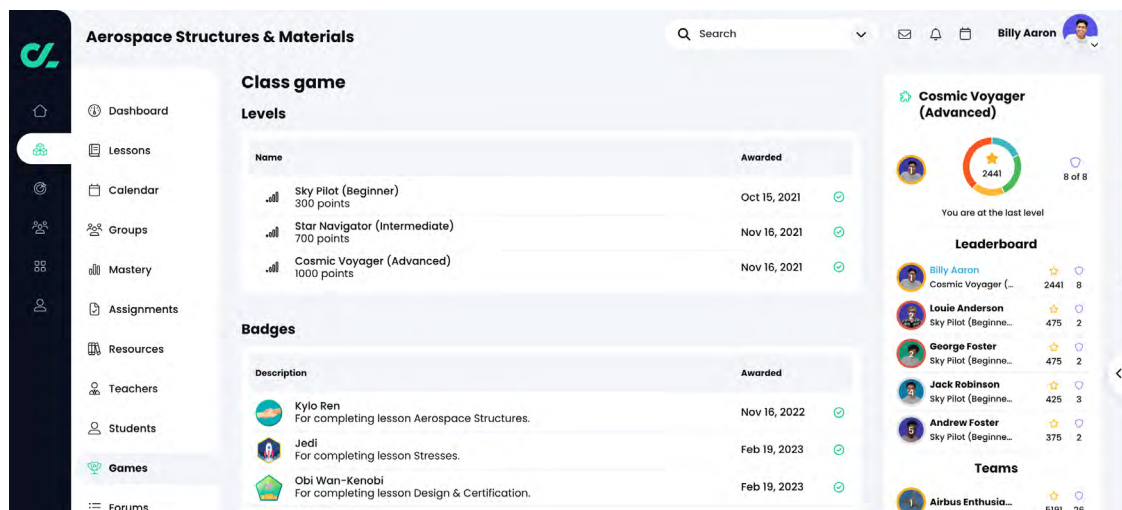
You also have an **overview of each team** with the contribution to the game of each team player.

Student view of games

Students can **see their progress through a game** and their ranking on the class landing page.



They can also see **an overview of their game progress** and what actions awarded them with badges and points.



In a learning path students can see their game ranking on the **path landing page**.

Civil engineering compliance

Search

Billy Aaron

Lessons

Lessons and sections can be completed in any order.

> Available ~ Partial ✓ Completed

1. Introduction to Aerospace Structures & Materials Oct 4, Room 102

Welcome to the Aerospace Structures & Materials class! This course will help you explore the design of an aircraft from the POV of an aerospace engineer.

Completed ✓

5 sections

Section	Submitted	Grade	Due	Status
Introduction				✓
Motivation to join this course	✓	48/100	Sep 23	✓
What do you expect to learn in this class	✓	48/100	Sep 23	✓
Proposition	✓	78/100	Sep 23	✓
Aeronautical Engineering				✓

2. Aerospace Structures Oct 19, Room 234

This lesson covers the essential structural elements of aircraft and spacecraft.

Completed ✓

Activity

- A user Viewed Aerospace Structures
- A user Viewed Introduction
- A user Viewed lessons overview

Progress 77%

Mastery 39%

Class game

Advanced

650

3 of 3

You are at the last level

Leaderboard

Billy Aaron Advanced 650 3

Whenever a student earns a badge or point, they **receive a notification**.

Notification from Eva Garcia

Congratulations, you were awarded badge Great job!
This happened because: You completed assignment Science survey.

[View your awards](#)

Students can see the progress of their team in games on the **class, path, and group landing page**.

Aerospace Structures & Materials

Search

Billy Aaron

Class game

Levels

Name	Awarded
Sky Pilot (Beginner) 300 points	Oct 15, 2021
Star Navigator (Intermediate) 700 points	Nov 16, 2021
Cosmic Voyager (Advanced) 1000 points	Nov 16, 2021

Badges

Description	Awarded
Kylo Ren For completing lesson Aerospace Structures.	Nov 16, 2022
Jedi For completing lesson Stresses.	Feb 19, 2023
Obi Wan-Kenobi For completing lesson Design & Certification.	Feb 19, 2023
Obi Wan-Kenobi For completing lesson Selection of Materials & Structures.	Apr 12, 2023

Cosmic Voyager (Advanced)

2441

8 of 8

You are at the last level

Leaderboard

Player	Score	Level
Billy Aaron Cosmic Voyager (...)	2441	8
Louie Anderson Sky Pilot (Beginne...	475	2
George Foster Sky Pilot (Beginne...	475	2
Jack Robinson Sky Pilot (Beginne...	425	3
Andrew Foster Sky Pilot (Beginne...	375	2

Teams

Team	Score	Level
Airbus Enthusia...	5191	26

Customizing badges

You can create badges with **CYPHER's badge editor**, which allows you to use customize them using shapes, images,

text, and colors. You can also **upload your own images** for badges.

Badge creator

Overview Gallery Creator

Name: Climate Guru

Description: Advanced knowledge about climate change

Subject: Engineering

Library: ☐ Personal ☒ School

Color*: green

Final design

Save

They can also be **saved as resources**, and used in any area of the platform that awards badges.

Resources

Catalog 45 Uploaded files School

+ Add

Search

Name

Resource type: Badge

Subject: All subjects

Library: ☒ School ☐ Built-in ☐ Favorites ☐ Personal ☐ All personal libraries

Color: All

Personal libraries: I.e. Sally Johnson

AI Explorer
Earth
02/27/2024 Mike Posner

AI Guru
Earth
02/27/2024 Mike Posner

Expert at the top
Earth
02/27/2024 Mike Posner

Future meteorologist
Education
02/27/2024 Mike Posner

Gadget Guru
Earth
02/27/2024 Mike Posner

Most improved
Earth
02/27/2024 Mike Posner

Perfect attendance
Education
02/27/2024 Mike Posner

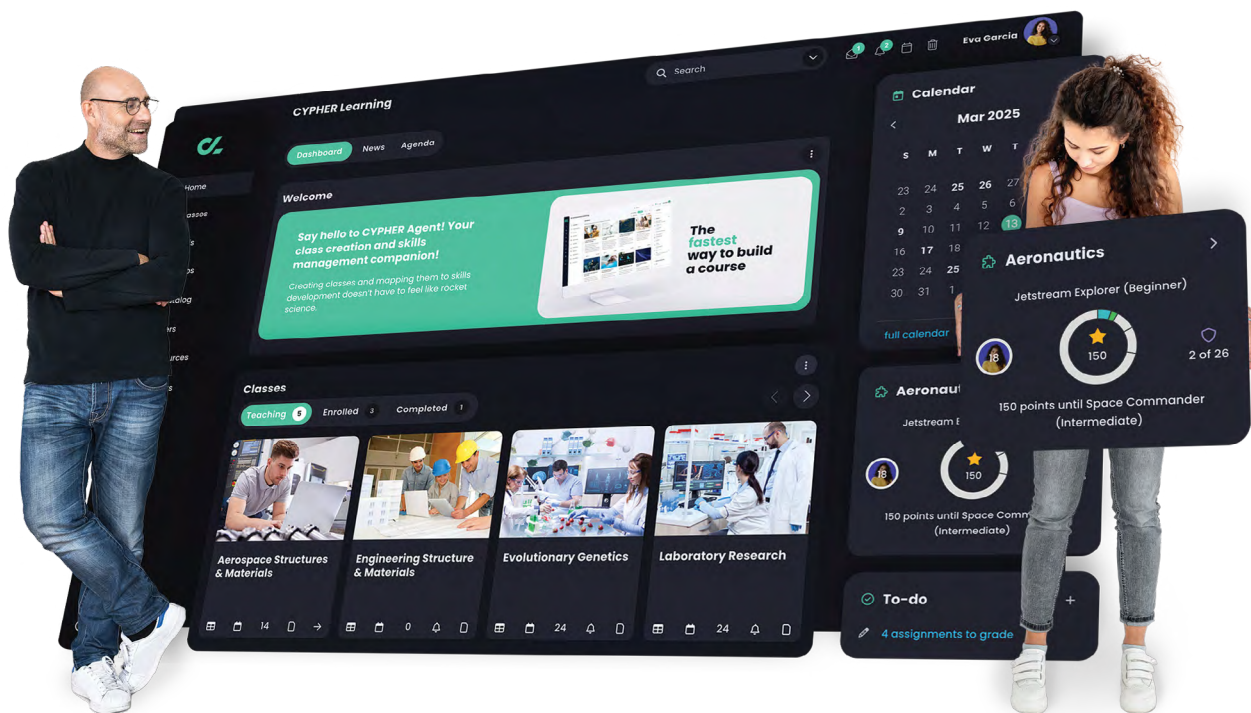
Problem solver
Earth
11/05/2024 Mike Posner



About CYPHER Learning

CYPHER Learning exists to give learners the power to succeed in a rapidly changing world. Trainers, learning and development (L&D) pros, HR pros, and educators get everything they need in one platform to deliver faster, more personalized, and better learning outcomes. We provide the only all-in-one

AI-powered learning platform that is easy-to-use, beautifully designed, and built to power billions of learning moments every day. Create courses faster. Train and teach better. Learn even quicker. Experience our “just in time, just for you, just the way you want to learn” approach that puts people first.



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