



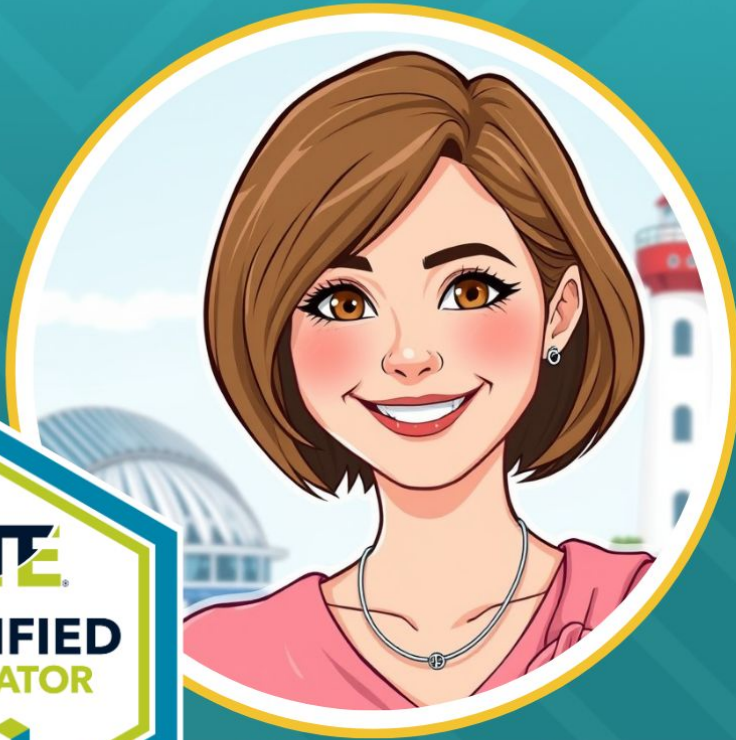
MISSION POSSIBLE:

A Fully Immersive Gamified Book Study

Tuesday, July 1, 2025
3:30 - 5:00 PM ♦ Poster

ISTE CERTIFIED EDUCATOR

KAREN STREETER



ISTE Certification affirmed my pedagogy-first approach and gave me a shared language to lead and model with clarity. It's never about chasing the latest tools—it's about centering what truly serves learners. I value how the program centers humanity in education, enabling me to design meaningful professional learning that ultimately reaches students through the educators I support.

ISTE
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ISTE CERTIFIED EDUCATOR

RUTH OKOYE



I got certified to model what I ask of my teachers. The best part? Joining a PLN where I get to be the learner for once! I use the standards to help educators create authentic, tech-enhanced learning experiences.

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Our Challenge

- Planned 30-hour book study with very low completion rates (5-7 participants)
- High interest (150+ applications) but low follow-through
- Traditional professional learning wasn't engaging our participants
- Wanted to differentiate the experience



We Believe

Playful learning reimagines book studies as immersive, reflective, collaborative adventures.

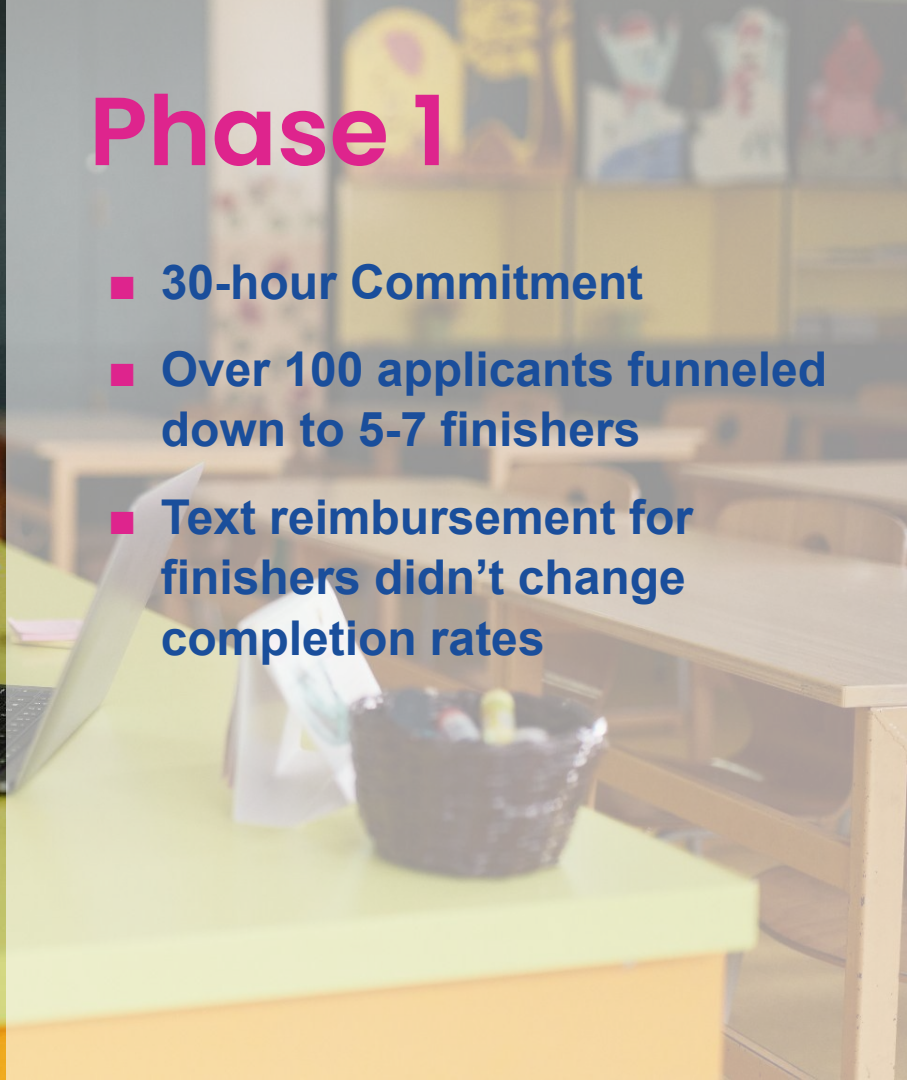
- Professional learning should model and included the engaging practices we want teachers to use
- Just like we differentiate for students, we should differentiate PD for teachers
- Completion rates indicate real engagement, not just compliance





Phase 1

- 30-hour Commitment
- Over 100 applicants funneled down to 5-7 finishers
- Text reimbursement for finishers didn't change completion rates



Phase 2 - Light Gamification



Book Study as Gamified Professional Learning

See how we used challenges, badges and pop-ups to help teachers engage in a book study and actively participate in a global learning network.



Gamification Strategies

-  POINTS
-  BADGES
-  CHALLENGES
-  POP-UPS



Professional Conversations

- Help participants understand concepts
- Draw on prior knowledge
- Offer constructive feedback
- Develop actionable knowledge for practice
- Require relationships of trust and mutual respect



Rewards

BADGES



CHALLENGE POINTS

CEUs



Breakthrough:
Gamification Workshop
ISTE 2024

The Missing Pieces

- Meaningful badges (behavior-based)
- Guiding voice: Cypher
- Flexible Challenges
- Scheduled (optional) check-in opportunities

Differentiation in Action

■ 18 Hour Participants

- Complete required missions only
- Basic engagement only
- Find value in just reading and discussion

■ 30 Hour Participants

- Tackle optional challenges
- Attend pop-up coaching sessions
- Look for extra XP assignments
- Build community in the group



High Engager Culture

- Provide extensive feedback to others
- Post encouraging messages
- Help create supportive community atmosphere
- Model the engagement we want to see

TechForce Experience

■ Theme Elements

- Participants become "cadets in training" to join TechForce
- **Mission:** Place agents in the field who understand full technology integration
- Guide: Cypher

■ Purpose

- Not just learning about technology integration
- Training to become change agents in their schools
- Building identity around transformation mission



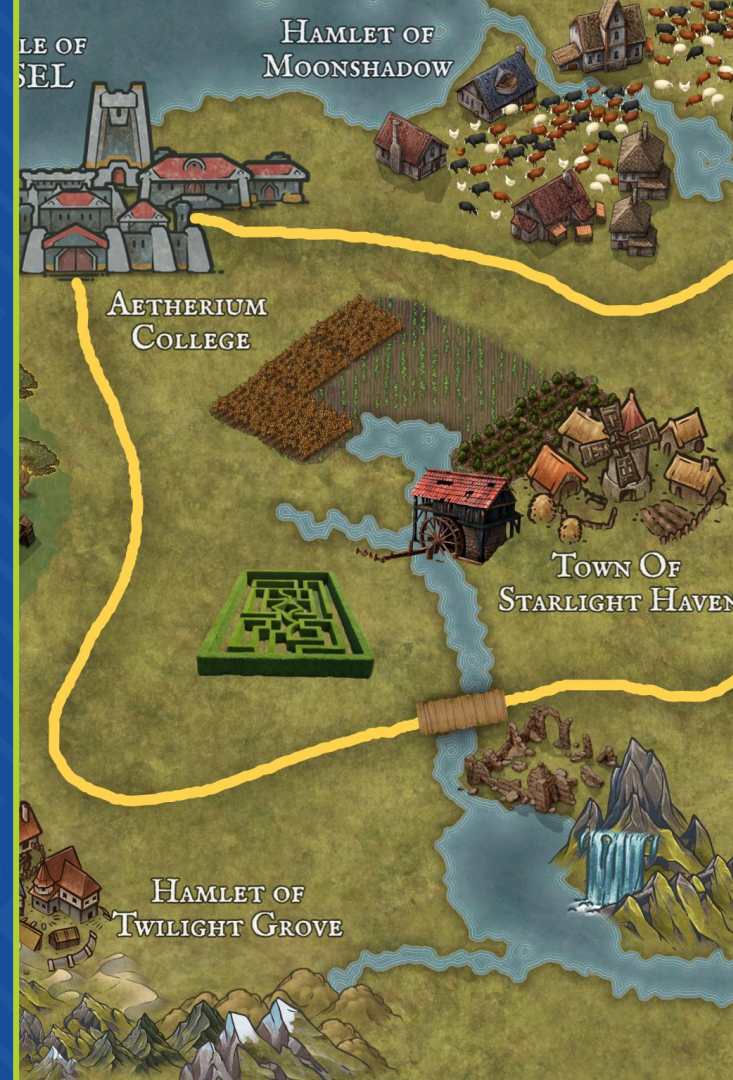
Aetherium College

■ Theme Elements

- Participants become "apprentice bards" to join the Aetherium College of Bards
- **Mission:** Learn to use stories to promote SEL skills
- Guide: Cypher

■ Purpose

- Not just learning about discussing stories
- Training to teach Habits of Mind as practical SEL strategies
- Building identity around instructional use of stories



Advice from Cadets to Future Participants

- *“The hard work is definitely worth it.”*
- *“Get organized and put everything on your calendar.”*
- *“Go to the pop-ups - they are worth your time.”*

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