

## **Workshop: The Dangers and Rewards of Gamification**

### **Abstract**

Using Gamification, adolescents are targeted by game companies looking for ways to seduce children to beg, borrow or steal money to pay for “Loot Boxes” (Gault, 2017 and TheGnomeCast, 2017). Governments are looking at legislation to protect children from Loot Boxes (Gault, 2017 and Taylor, 2018). Educators should be aware that many of their students have been exposed to them via popular games like Clash Royale (edihau ,2017). Nonetheless, teachers should consider how Loot Boxes could work as part of a classroom management toolset (Kolb, 2015 and McGonigal, 2016). My workshop aims to inform teachers about “Loot Boxes” and why they are controversial, and the ways this type of system could promote team and autonomous self-learning in an English classroom.

### **Bio:**

Zon D. Petilla (BA Linguistics CSU Fresno and M.S. Full Sail) has been working with ESL and EFL students since 2007 as an instructor. In the US, he has worked with various age groups and students from private sector schools such as English Center Los Angeles to public funded programs found at Fresno City Community College and Contra Costa Community College. Since 2012, He has worked in 3 cities in South Korea, with students ranging from Kindergarten to High School. He currently teaches at the Ojeong English Center in Gwangju a public funded program aimed to help low and middle class students obtain an affordable quality English education. As a visual artist first and programmer second, his interest in gaming and education has matured from making games with students to helping with localization for English markets for his friends at 5Minlabs a Seoul based game studio.