



FREDERICK UNIVERSITY

Annex 3

Gamification Examples

Gamification example 1

Gamification of EL57 or the eight steps to the heights of EU Intellectual Property Law

This is a multilevel group assignment. Each student will be assigned an individual CJEU case on EU Intellectual Property Law. Students will be divided into groups based on the proximity of the cases that they will be working on (e.g. students assigned copyright cases will be put in the same group, students assigned patent cases in their own group, students assigned trademark law cases in their own etc). Each student will present a comment of his/her case to the Members of their Group (the comment shall also be submitted to the Group in writing; it shall be no less than 500 words but not more than 3.000; 1500 words would generally be the ideal length). This will be followed by a forum discussion amongst the students of the same Group. The Group discussions shall be summarized to common (to the extent possible conclusions) Group conclusions that will reflect the common points (if any) of the discussed cases within the Group. The Group that will complete the required steps in the best possible way (as this will be reflected by their individual comments and their forum discussion, which both serve as a documentation method) will win the competition. The maximum points that students can achieve is 100. The minimum threshold in order to get a badge is 45 points. Badges are explained in detail below.

Step one: Did you study the Opinion of the Advocate General? (12,5 points)

Step two: What is your intermediate conclusion after processing the Opinion of AG? (12,5 points)

Step three: Please consult the literature (extra bonus, if beyond the class materials you do your own research; tip: the AG's Opinion is a good resource to identify more literature than the one included in the study guide; 12,5 points)

Step four: How does the CJEU decision compare to the Opinion of the Advocate General? (12,5 points)

Step five: What is your opinion on the CJEU decision? (12,5 points)

Step six: Did you participate in the forum discussion? (12,5 points)

Step seven: What are the common conclusions (if any)? (12,5 points)

Step eight: Not over yet: did you respect the word limit on your individual comment? (12,5 points)

The Badges you might achieve:

- If you collect 45 points you get the auxiliary soldier badge;

- If you collect 50 points get the Hoplite badge;
- If you collect 75 points you get the Hero badge;
- If you collect 100 points you get the Mount Olympus badge;
- If you collect more points than the others: First among equals badge

Groups will be assessed on both the individual merits of their participants and on the collective work that they present. For example, in order to be able to create an added value as a group they must also prepare diligently on an individual level. One cannot participate in a forum discussion and provide inputs on the Group work, if they do not meticulously complete their individual comment and present in such a way as to inspire their fellow students. The above gamification concept will provide them with valuable skills that they can apply: let it be a corporate meeting, an academic conference, a litigation, a political argument, the drafting of a policy paper etc, students need analytical skills, adaptiveness, ability to process multiple sources of information, utilize the opinions of others, identify common threads, argue their case convincingly, present their ideas before groups in a clear and understandable manner etc. The eight steps of the assignment represent the skills required to master such duties.

Gamification example 2

For example, in the course entitled *The protection of fundamental rights in the EU*, a group assignment requests the students to analyze and present a case based on one of the rights that will be presented in the unit topic. A wiki will be employed in order to deliver the assignments. Students will be assigned to present the case at the following levels:

- 1st: legal context (10 points)
- 2nd: facts of the case (10 points)
- 3rd: applicant's claims (10 points)
- 4th: defendant's claims (10 points)
- 5th: intervener's claims (10 points)
- 6th: alleged violation of the EU Charter (10 points)
- 7th: admissibility (10 points)
- 8th: Court's assessment (10 points)

- 9th: final judgment (10 points)
- 10th: dissenting opinion (10 points)

The group should complete every stage before moving on to the next level. Points are earned based on the documentation of every stage. Virtual rewards will be given for completing every stage and badges will be awarded online to encourage competition between students. A virtual reward will be given to the group that upon the completion of the assignment has earned more points than the others.