

# Quests - Answer as many times as you like

Break down the number of missions according to the number of lessons and the learning content, starting from the easiest content as the first mission, to the most difficult as the last mission.

1. Name

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2. Describe the content that will be learned in this mission?

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3. What will be the type of evaluation?

*Marcar apenas uma oval.*

- ☐ Written tests.
- ☐ Multiple-choice tests.
- ☐ Questionnaires.
- ☐ Written works.
- ☐ Hands-on projects.
- ☐ Simulations.
- ☐ Laboratories.
- ☐ Presentations.
- ☐ Oral presentations.
- ☐ Interviews.
- ☐ Group discussions.
- ☐ Participation in the classroom.
- ☐ Discussions in forums.
- ☐ Collaboration in group projects.
- ☐ Demonstration of specific skills.
- ☐ Practice tests.
- ☐ Portfolios of work.
- ☐ Self-assessments.
- ☐ Reflective reports.
- ☐ Learning diaries.
- ☐ Presentation of projects.
- ☐ Evaluation of a final product.
- ☐ Project progress reports.
- ☐ Contributions to online learning platforms.
- ☐ Answers in discussion forums.
- ☐ Comments on blogs or wikis.
- ☐ Delivery of seminars.
- ☐ Presentation of papers.
- ☐ Project pitches.
- ☐ Peer evaluation.

- ☐ Peer review of projects.
- ☐ Peer feedback.
- ☐ Evaluation of the group's performance.
- ☐ Individual contribution to group projects.
- ☐ Resolution of practical cases.
- ☐ Decision making in simulated situations.

4. What types of challenges would you like to include?

*Marque todas que se aplicam.*

- ☐ Interactive Quizzes
- ☐ Exploration Missions
- ☐ Puzzles
- ☐ Survival Challenges
- ☐ Digital Treasure Hunt
- ☐ Scientific Simulations
- ☐ Project Creation
- ☐ Collaborative Challenges
- ☐ Ethical Decision Making
- ☐ Business Simulations
- ☐ Coding Challenges
- ☐ Investigation and Mystery Solving
- ☐ Art Challenges
- ☐ Text Comprehension Challenges
- ☐ Historical Simulations
- ☐ Leadership Challenges
- ☐ Divination and Riddles
- ☐ Debate Challenges
- ☐ Speed Challenges
- ☐ Case Study Evaluation

5. How will participants interact with each other and with the gamification system?

*Marque todas que se aplicam.*

- ☐ Discussion Forum
- ☐ Collaborative Teams
- ☐ Live Chat
- ☐ Friendly Competitions
- ☐ Shared Challenges
- ☐ Peer-to-Peer Feedback
- ☐ Q&A Sessions
- ☐ Voting and Collective Decision Making
- ☐ Social Recognition
- ☐ Social Media Sharing
- ☐ Team Ranking
- ☐ Collaboration Challenges

6. What kind of rewards would motivate the participants in this mission?

*Marque todas que se aplicam.*

- ☐ Stitches
- ☐ Virtual Badges
- ☐ Custom Certificates
- ☐ Virtual Medals
- ☐ Physical Awards
- ☐ Public Recognition
- ☐ Special Privileges
- ☐ Avatar Customization
- ☐ XP Bonuses
- ☐ Leadership Opportunities
- ☐ Digital Rewards
- ☐ Discount Coupons
- ☐ Exclusive Missions
- ☐ Hall of Fame Recognition
- ☐ Early Access to Content
- ☐ Participation in Special Events
- ☐ Personalized Feedback
- ☐ Virtual Badges
- ☐ Professional Connections
- ☐ Highlights in Publications

7. How will the performance of participants in gamification be evaluated?

*Marque todas que se aplicam.*

- ☐ Total Score
- ☐ Challenge Completion Rate
- ☐ Active Participation in Forums
- ☐ Quiz Response Time
- ☐ Level of Team Collaboration
- ☐ Creativity in Projects
- ☐ Accuracy in Simulations
- ☐ Solving Problems in Puzzles
- ☐ Ethical Decision Making
- ☐ Involvement in Collaborative Activities
- ☐ Contributing to Group Discussions
- ☐ Adherence to Deadlines
- ☐ Individual Progress
- ☐ Feedback Received and Implemented
- ☐ Participation in Special Events
- ☐ Engagement in Exploration Missions
- ☐ Live Chat Communication Skills
- ☐ Collaboration on Creative Challenges
- ☐ Effective Resolution of Business Simulations
- ☐ Adaptability in Surprise Challenges

8. How will participants receive feedback during gamification?

*Marque todas que se aplicam.*

- ☐ Immediate Feedback after Quizzes
- ☐ Comments on Forum Contributions
- ☐ Performance Evaluation in Simulations
- ☐ Quest Completion Recognition
- ☐ Comments on Creative Projects
- ☐ Orientations after Survival Challenges
- ☐ Team Participation Feedback
- ☐ Spotlight on Ethical Decisions
- ☐ Puzzle Problem Solving Assessment
- ☐ Speed Recognition in Timed Challenges
- ☐ Feedback on Special Event Collaboration
- ☐ Corrections and Suggestions after Case Study Evaluation
- ☐ Comments on Engaging in Collaborative Activities
- ☐ Recognition for Individual Progress
- ☐ Live Chat Communication Notes
- ☐ Personalized Feedback in Q&A Sessions
- ☐ Spotlight on Contributions to Creative Challenges
- ☐ Notes on Feedback Received and Implemented
- ☐ Appreciation for Participation in Group Discussions
- ☐ Additional Instructions for Exploration Missions

9. What happens if someone can't complete the quest?

*Marque todas que se aplicam.*

- ☐ You will be given a second chance to try to complete the mission.
- ☐ Participants will have access to additional resources or tips for overcoming obstacles.
- ☐ Alternate missions will be offered to allow everyone to actively participate.
- ☐ Constructive feedback will be provided to guide the participant in improvement.
- ☐ Even if the quest is not fully completed, partial rewards will be awarded based on effort.
- ☐ Those who do not complete the current mission will still be able to participate in the upcoming challenges.
- ☐ The community will be able to offer support and tips to help you complete the quest.
- ☐ An individual analysis will be provided to identify areas of improvement and learning.
- ☐ The experience will be designed to promote continuous learning, regardless of immediate success.
- ☐ Additional incentives will be offered to those who persist and try again.
- ☐ Even without completing the mission, participants will have access to additional educational content.
- ☐ Individualized support will be offered to help the participant overcome specific challenges.
- ☐ Opportunities for collaboration between participants will be encouraged to overcome challenges.
- ☐ Participants will have the chance to review and adjust strategies for the next attempt.
- ☐ Outro: \_\_\_\_\_

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