What Is Classcraft?

Classcraft makes school more meaningful for students by creating playful and collaborative learning experiences that teach the whole child. By leveraging technology, games, and storytelling — things kids love and resonate with — Classcraft helps your child's teacher create a learning environment that is culturally relevant to today's youth.

With Classcraft, lessons stay the same — teachers still teach math, social studies, science, and all other subjects and give homework the same way as before. What changes are the social dynamics of the classroom. When students demonstrate good behaviors, like doing their homework, helping other students, or performing well academically, the teacher gives Experience Points (**XP**) to their digital character in Classcraft.

Students' digital characters, or "avatars," represent their progress in class over the semester or school year. Over time, earning **XP** allows students to earn real, motivating privileges. Students can occasionally use these privileges to benefit them and their teammates, such as giving them extra time on a test or allowing them to sit next to one of their friends in class.

By using Classcraft, students learn how to better work together and accomplish more in class while having fun. The emphasis on collaboration within the game rules helps foster non-cognitive, social emotional skills such as empathy, leadership, and communication. These skills are critical in today's job market but are rarely taught in traditional curriculum.

Is Classcraft a game?

Yes and no. Classcraft leverages the fun mechanics from video games, which makes it exciting to kids at first glance, but it works very differently.

Classcraft doesn't mean more screen time. Instead, it acts as a bridge between a student's physical experience in the classroom and digital ones with online curriculum. Students unlock achievements (cool gear or pets for their character, or new privileges) based on their behavior and accomplishments in class. The better they do in real life, the more their characters grow and change in the game — in other words, the more they "level up!"

Watch this video to see how Classcraft works in the classroom.[1]

Why Does Behavior Change?

Classcraft encourages students to develop empathy and good work habits by rewarding them for positive behavior with **XP**. Most often, the existing school and class rules become the "game rules."

When negative behavior occurs, teachers can remove Health Points (**HP**) from students' characters. If their character loses all their **HP**, the student receives a task they must complete, such as completing an extra assignment. All the members of their team lose a little HP, too. This provides corrective feedback the instant a behavior occurs and allows both teachers and students to monitor overall progress toward positive behavior.

This teaches students accountability to one another rather than to the teacher, creating "hero moments" where students volunteer to help one another. For example, students might offer to tutor a teammate on the lesson so they can complete their homework on time or offer to walk to class with them if they're often tardy.

Because they're accountable to their teammates and want to earn **XP**, students are more motivated to do well in class, both behaviorally and academically. Success becomes a team effort where everyone wins!

What the Research Says

Classcraft is paving the way for happy, engaged, motivated students:

> " ... the teacher marked **increased motivation and deeper interest in class work**. Pupils tend to **show more participative behavior, in every dimension of the class**: to answer questions and to work in class. They want to claim points." [2]

> In a voluntary survey by over 875 teachers using Classcraft, **99% of teachers say** that it has had a **positive impact on the classroom atmosphere (bullying)** [3]

The control group using Classcraft obtained the best grades in their History class of the school for that year; they showed an **8% increase in grades**. [4]

In the group using Classcraft, **engagement increased from 50% to 85%**. [5]

[1] https://vimeo.com/252776401

[2] Classcraft: from gamification to ludicization
http://files.classcraft.com/classcraft-assets/research/Sanchez_Young_Jouneau.pdf

[3] the Classcraft Teachers Report
http://files.classcraft.com/classcraft-assets/research/Survey_Results.pdf

[4] Use of Gamification in the IB History Class and as a Tool for Form Teacher. New Empirical Research and Solutions
http://files.classcraft.com/classcraft-assets/research/Janiec.pdf

[5] El Classcraft com a mesura per incentivar la motivació, l'atenció a la diversitat i l'aprenentatge de les ciències naturals
http://files.classcraft.com/classcraft-assets/research/Tauler.pdf