



Making Things LITE:

Designing Play-based, Experiential, and Gamified People Engagement the Bahay-bahayan Way

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Prof. Gian Carlo U. de Jesus
University of the Philippines Los Baños**



Learning Objectives

1. define key concepts – play-based learning, experiential learning, gamified learning
2. explain how to design people engagement activities using the experience design canvas
3. articulate the value of making things L.I.T.E. for people engagement

What is the Malay word for theater?

How about for play?

Greenfield, 2022

<https://medium.com/rethink-education/communities-of-trust-and-care-education-in-2022-and-beyond-35c32b6b591c>



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**theater - wayang
(imagination)**

**play - bermain
game - permainan**

**origin of main - may, might
- maegen : physical force**

Greenfield, 2022

<https://medium.com/rethink-education/communities-of-trust-and-care-education-in-2022-and-beyond-35c92b6b59fc>



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What is the Malay word for "playing house" or "pretend play"?

Greenfield, 2022

<https://medium.com/rethink-education/communities-of-trust-and-care-education-in-2022-and-beyond-35c32b6b591c>



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Berpura-pura Bermain Pretend Play

Pura: temple
In Sanskrit: clean;
neat; pure; unadulterated

Greenfield, 2022

<https://medium.com/rethink-education/communities-of-trust-and-care-education-in-2022-and-beyond-35c32b6b591c>



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Play-based

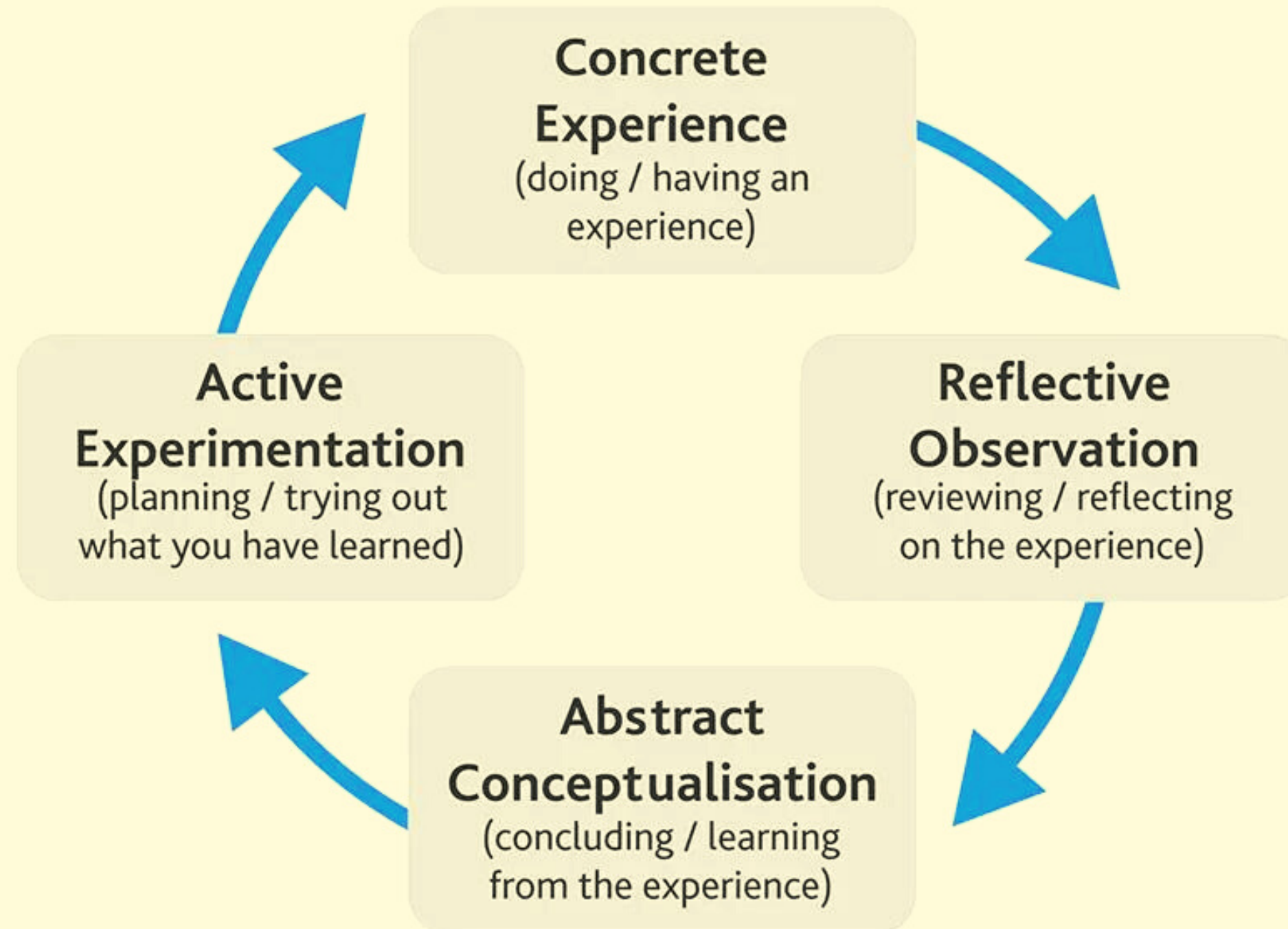


via Ren The Adventurer



Experiential

The Experiential Learning Cycle



Gamified



GAMIFICATION CONCEPT



Play-based



*imaginative; self-directed;
process-oriented*

Experiential



*learning by doing and
reflecting*

Gamified



use of game elements



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Making Things
L.I.T.E.

**the Bahay-bahayan
way**



- L - Let your design be verb-based (outcomes-based)**
- I - Identify narratives and invite learners in story worlds**
- T - Tie up learning outcomes with narratives to create gamified activities**
- E - Engage learners through play**

Reframe relationships through bermain (PLAY)

Press Esc to exit full screen

ludere

ludus

play, school, and practice

Reframe relationships through bermain (PLAY)

BAHAY-BAHAYAN AT WORK

You as Facimuknow
(Facilitator who knows about the content/topic)



Audience/Participants as Kalaro (Players and Co-designers)



Venues as Spaces of Limitless Possibilities



Katipuneros RPG



BALAIWARI IMMERSIVE AND GAMIFIED EXPERIENCES PRESENTS

KATIPUNEROS RPG

BISPA
RASNA
HIMAGNA
SIKAGUNA

December 8, 2019
8:30 AM | 11:30 AM | 2:30 PM
Umbria Events Center

A silhouette of a person standing on a yellow background, with their reflection visible below them. The background is split into a yellow and black diagonal section.

Pailah: Ugat ng Lipi

Pailah: Foundations of our Heritage



Tonneru Sorosoro The Tunnel of Sorosoro



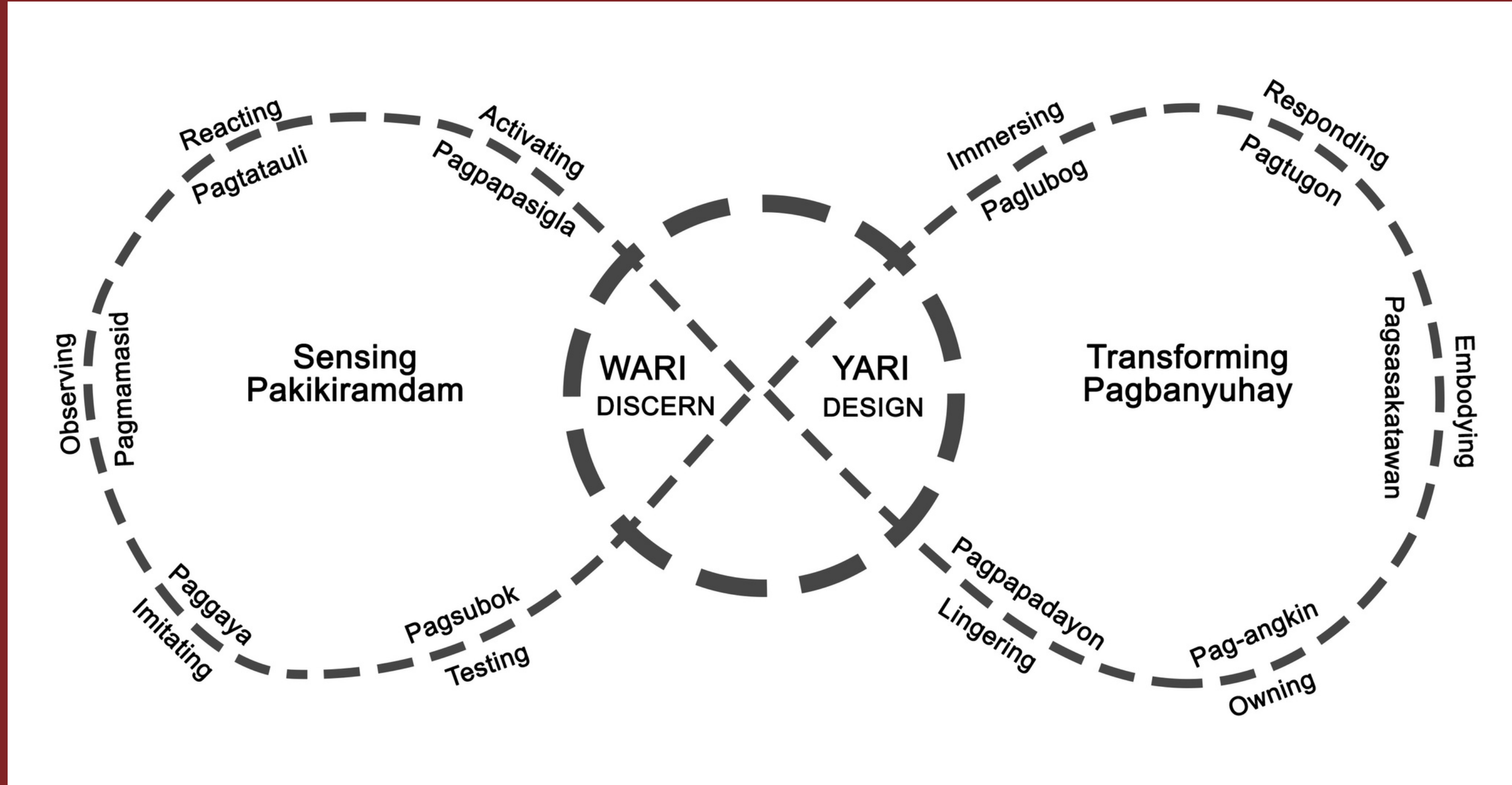
PATENTero

A Game on Intellectual Property



Wari at Yari: Proseso ng Pakikipag-dayalogo

Discern and Design: Process of Reflexive Dialogue



BAHAY-BAHAYAN EXPERIENCE DESIGN CANVAS 5.0

SUBJECT: _____ TOPIC: _____ FACI: _____ DATE/TIME: _____ DURATION: _____

STUDENT ROLE		TEACHER ROLE		MAIN OBJECTIVE/GOAL: (VERB-BASE)			OBSTACLES				
BACKGROUND/SET:		COSTUME/ATTIRE:		PROPS:		MATERIALS:		DANCE/MUSIC/SFX:		FOOD:	
GAMIFIED CONTENT				GAMIFIED LEARNING EXPERIENCES				GAMIFIED ASSESSMENT			
TOPIC/LESSON											
CHAP/EP											
LVL/STAGE											
MEDIA											
KILLER			ACHIEVER			EXPLORER			SOCIALIZER		
<i>MINIMALIST</i>	<i>RESOURCEFUL</i>	<i>MULTISENSORIAL</i>	<i>N-I</i>	<i>IGLAP</i>	<i>REFLECTIVE</i>	<i>CRITICAL</i>	<i>CREATIVE</i>	<i>COLLABORATIVE</i>	<i>INCLUSIVE</i>		

Let your design be verb-based.



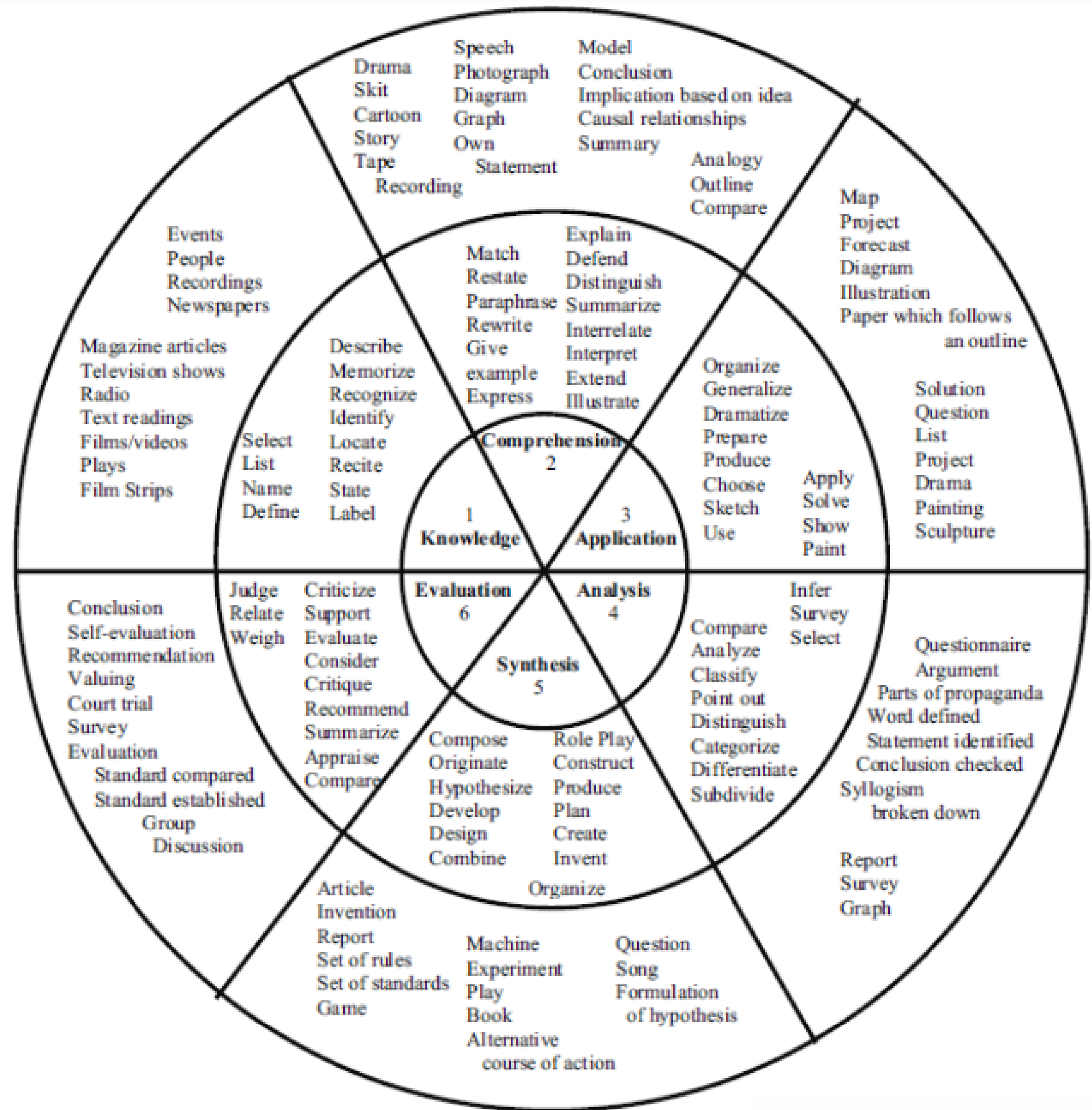
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Be guided by Bloom's Taxonomy

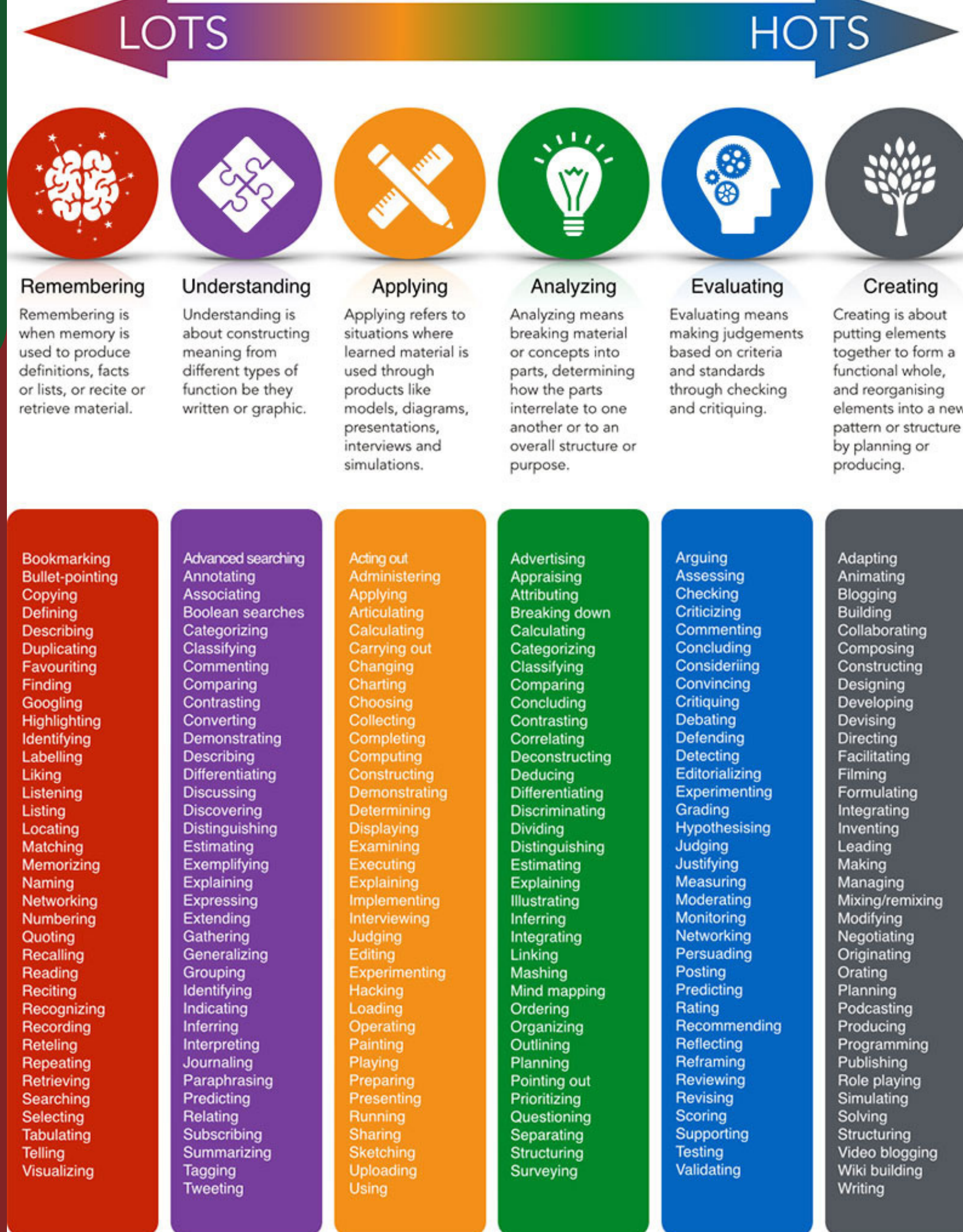
Figure 3:

Bloom's Taxonomy question and task design wheel

(Source: CESA 7; <http://www.cesa7.org/tdc/documents/bloomswheelforactivestudentlearning.pdf>)



Be guided by Bloom's Taxonomy



BAHAY-BAHAYAN EXPERIENCE DESIGN CANVAS 5.0

SUBJECT: COMM 10 TOPIC: Comm. & Identity Construction FACI: Ang-Kato DATE/TIME: Apr 18 - May 2 DURATION: 2 wks.

STUDENT ROLE		TEACHER ROLE		MAIN OBJECTIVE/GOAL: (VERB-BASE)			OBSTACLES				
				1. <u>explain</u> the process of identity construction in & through comm- 2. <u>analyze</u> issues in the construction of identities using theories-							
BACKGROUND/SET:			COSTUME/ATTIRE:		PROPS:	MATERIALS:		DANCE/MUSIC/SFX:		FOOD:	
GAMIFIED CONTENT					GAMIFIED LEARNING EXPERIENCES				GAMIFIED ASSESSMENT		
TOPIC/LESSON											
CHAP/EP											
LVL/STAGE											
MEDIA											
KILLER			ACHIEVER			EXPLORER			SOCIALIZER		
MINIMALIST	RESOURCEFUL	MULTISENSORIAL	N-I	IGLAP	REFLECTIVE	CRITICAL	CREATIVE	COLLABORATIVE	INCLUSIVE		

Identify narratives and invite participants in story worlds

(along with facilitator and
participant and)
...plus the third teacher!



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How? Draw from archetypes.

What is an archetype?

A character, action, or situation that is a prototype (or pattern) of human life generally

A situation that occurs over and over again in literature

- *Quest*
- *Initiation*
- *Attempt to overcome evil*



Archetypal Journeys

Patterns

The Quest to Know Who You Are

The Quest to Find Knowledge

The Quest to Find the Promised Land or to Build a Beautiful City

The Warrior's Quest to Save the People and Rid the Land of Danger

The Quest to Get Revenge

The Quest for Fame and Fortune

The Fool's Quest (a silly person saves the land because of his innocence or foolishness)

The Search for Love (to rescue the princess)

	The Hero "More or less human in character, through whom the world destiny is realized"	The Ancient Mystagogue "The Wise Old Man... whose words assist the hero through the trials and terrors of the weird adventure"	The Enemy "Great and conspicuous in the seat of power"	The Threshold Guardian "The first problem of the hero to surpass"	The Shape-Shifter An ambiguous character whose loyalties and values are not always clear	The Trickster Comic relief, to offset the dramatic tension
"Harry Potter" series	 Harry Potter	 Dumbledore	 Voldemort	 Quirrell	 Snape	 Ron Weasley
"Star Wars" series	 Luke Skywalker	 Obi-Wan	 Darth Vader	 Stormtroopers	 Han Solo	 C-3PO and R2-D2
"The Matrix" series	 Neo	 Morpheus	 The Matrix	 Agent Smith	 Cypher	<p>There's not much to laugh at in "The Matrix."</p>
"Lord of The Rings"	 Frodo	 Gandalf	 Sauron	 Aragorn	 Boromir	 Merry and Pippin
"Finding Nemo"	 Marlin	 Crush	 Darla	 Bruce	 Gill	 Dory

SOURCES: Joseph Campbell, "The Hero With a Thousand Faces"; Internet Movie Database

NOTE: Your opinion may vary.

PATRICK GARVIN/GLOBE STAFF

BAHAY-BAHAYAN EXPERIENCE DESIGN CANVAS 5.0

SUBJECT: COMM 10 TOPIC: Comm. & Identity Construction FACI: APJ-KaJo DATE/TIME: Apr 18 - May 2 DURATION: 2 wks.

STUDENT ROLE <u>18th century Filipina ↳ dormers</u>	TEACHER ROLE <u>Urbano at Felisa ↳ Norman J malobes</u>	MAIN OBJECTIVE/GOAL: (VERB-BASE) <u>1. explain the process of identity construction in & through comm- 2. analyze issues in the construction of identities using theories-</u>	OBSTACLES
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BACKGROUND/SET: <u>Dormitorio Santa Isabel ↳ Zoom virtual background ↳ fb group of dorm ↳ fb group of Feminist Assoc.</u>	COSTUME/ATTIRE:	PROPS:	MATERIALS:	DANCE/MUSIC/SFX:	FOOD:
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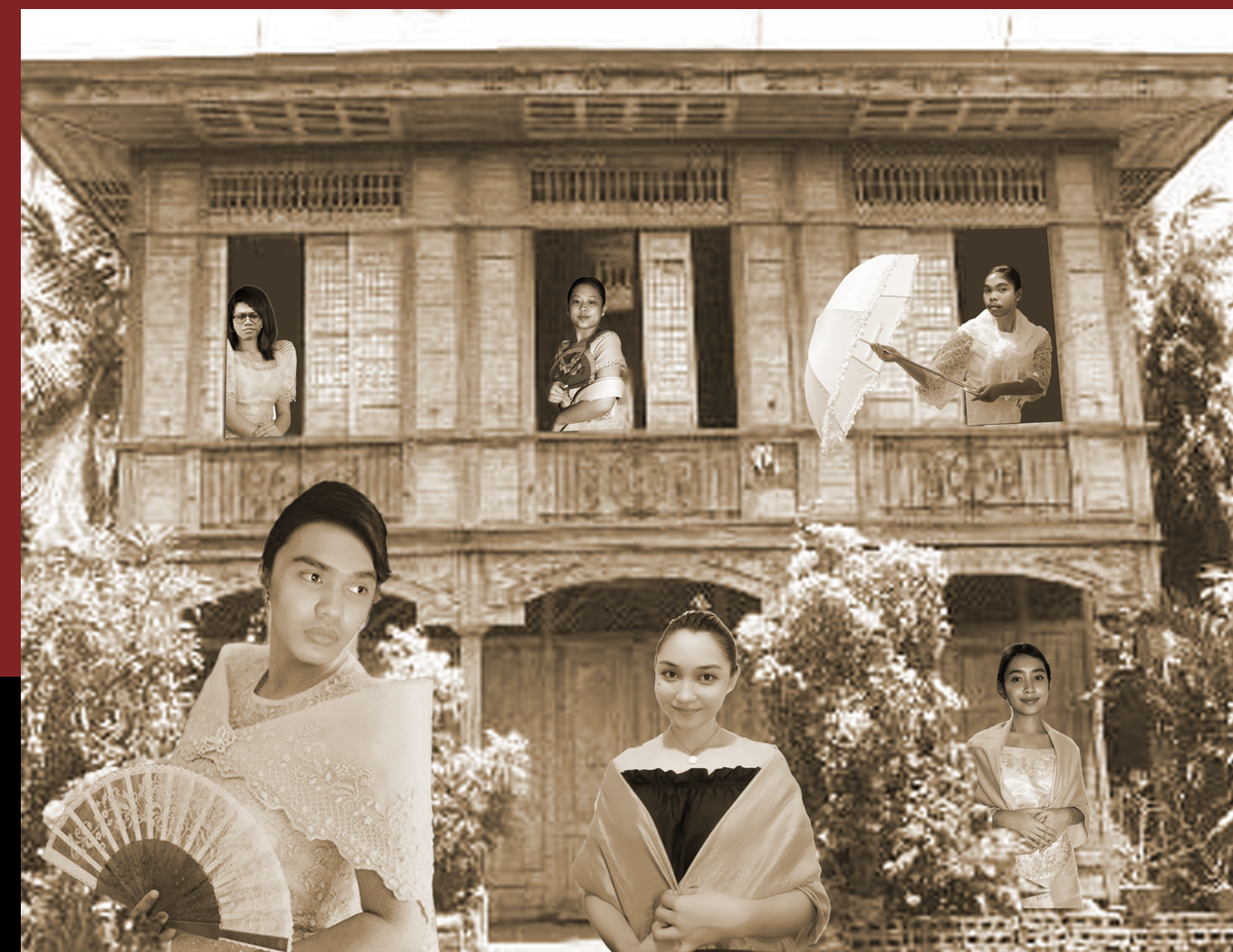
GAMIFIED CONTENT	GAMIFIED LEARNING EXPERIENCES	GAMIFIED ASSESSMENT
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TOPIC/LESSON				
CHAP/EP				
LVL/STAGE				
MEDIA				

KILLER			ACHIEVER		EXPLORER			SOCIALIZER		
MINIMALIST	RESOURCEFUL	MULTISENSORIAL	N-I	IGLAP	REFLECTIVE	CRITICAL	CREATIVE	COLLABORATIVE	INCLUSIVE	

OVR PVrPOSIVE PLAY PLAN

URBANA AT FELISA
meets
ANG MGA KABABAIHAN NG
MALOLOS



Binibinis React (Grupo Kayo Ba?)







Dormitorio Santa Isabel

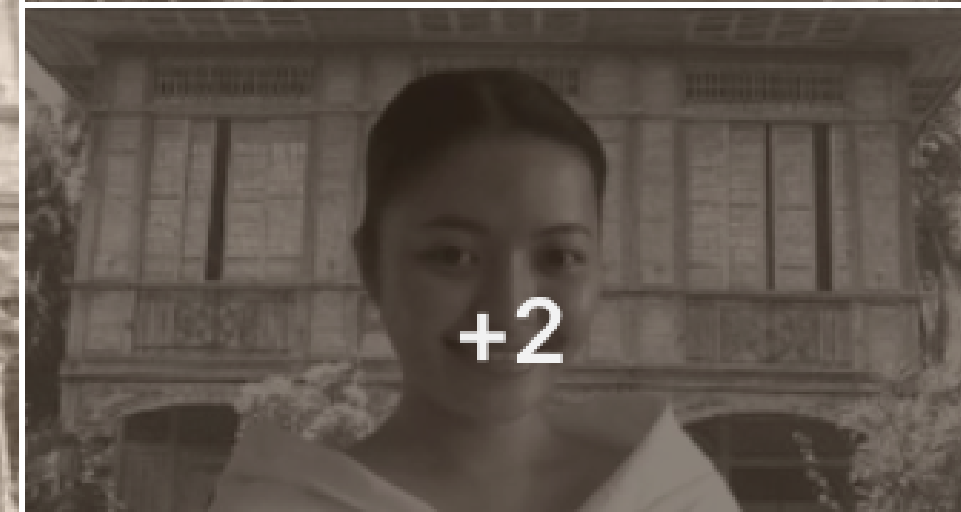


Kate Palma de Jesus

Admin · October 19, 2021 · 🌐

Upang patunayan na kayo ay mag-aaral ng Santa Isabel, magpakuha ng litrato sa harapan ng dormitoryo. Kinakailangan na angkop ang inyong kasuotan at hashtag. At dahil tayo ay masayang namumuhay sa 1898, kinakailangan na sepia ang ating paligid.

Bawat grupo ay magkakaroon ng isang post kung saan ang larawan ng bawat isang miyembro ay nakahayag.





Ana Katrina De Jesus <apdejesus2@up.edu.ph>

to Alphonse ▾

Oct 20, 2021, 1:37 PM ☆ ↶ ⋮

Magandang araw, Pangkat **Kayo Ba?**

Malugod namin kayong sinasalubong sa Dormitorio Santa Isabel.

Subalit, ano't ganito ang kasuotan ni Binibining Alphonse at Binibining Jeffrey? Ang magpakita ng balat na labis sa nararapat ay tila pag-iimbita ng nagnanasang mata ng mga binata. Sa hinuha ko ay kailangan ninyo ng leksyon. Magmadali at magbihis ng nararapat para sa dalagang busilak. Ang Madre Superiora ay may mga tagubilin patungkol dito at sa iba pang mga kostumbre na dapat ninyong matutunan at makasanayan. Buti na lamang at hindi pa niya **kayo** nakikita, kung hindi ay sientong "Aba Ginoong Maria" ang inyong bubunuin pagkatapos ng misa.

Panghuling paalala, "Ang kalinisan ng isang dalaga ay parang isang bubog na kahit di magkalamat, kahit di mabasag, mahingahan lamang ay nadurungisan."

Sumasainyo,

Urbana at Felisa
Pinunong Mag-aaral
Dormitorio Santa Isabel



Alphonse Rossaint Sambrano <avsambrano@up.edu.ph>

to me ▾

Oct 20, 2021, 2:19 PM ☆ ↶ ⋮

🗨️ Detect language ▾ > English ▾ [Translate message](#)

[Turn off for: Filipino](#) ×

Magandang araw, Urbana at Felisa!

Paumanhin, Urbana at Felisa, hindi namin naisip na nag-iimbita na kami ng mga binatang may pagnanasa. Dali-dali kaming nagpalit at nagbihis ng nararapat na kasuotan. Ito ang patunay na kami ay nagsisisi sa aming pagkukulang uwu.

Sumasainyo,

Binibining Al at Binibining Jeffrey



The Magic Circle

- Huizinga's understanding of play: 'the magic circle'
- play is an interlude outside ordinary life with fixed boundaries of time, space and rules
- magic circle = game's special context or 'frame'
- can be physical: e.g. pitch, board, screen
- can be psychological: e.g. arm wrestling, eye-spy
- playing game = entering the magic circle
- you cross a boundary



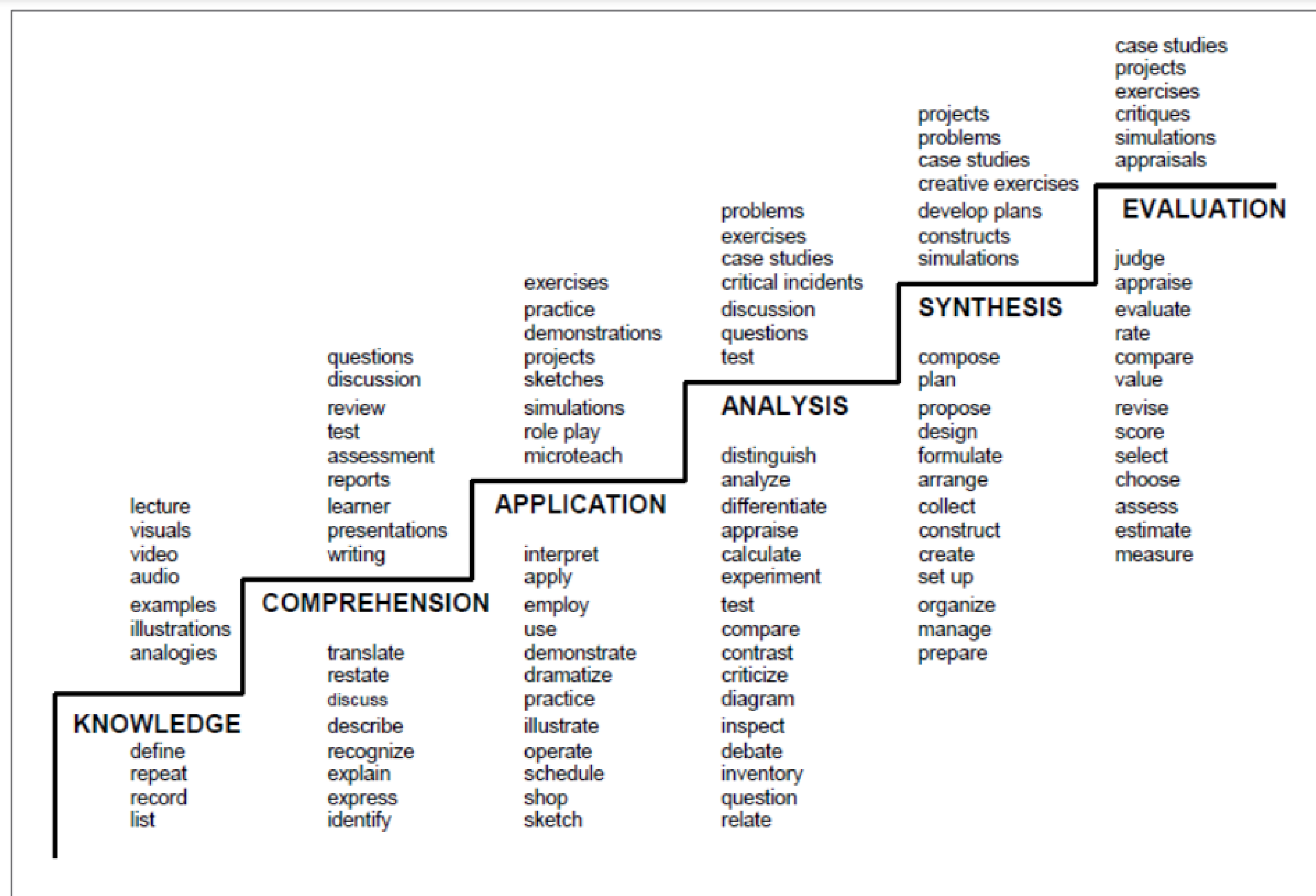
**Tie up people engagement
outcomes with narratives to
create gamified activities**

***(game mechanics, obstacles,
feedback loops for assessment)***



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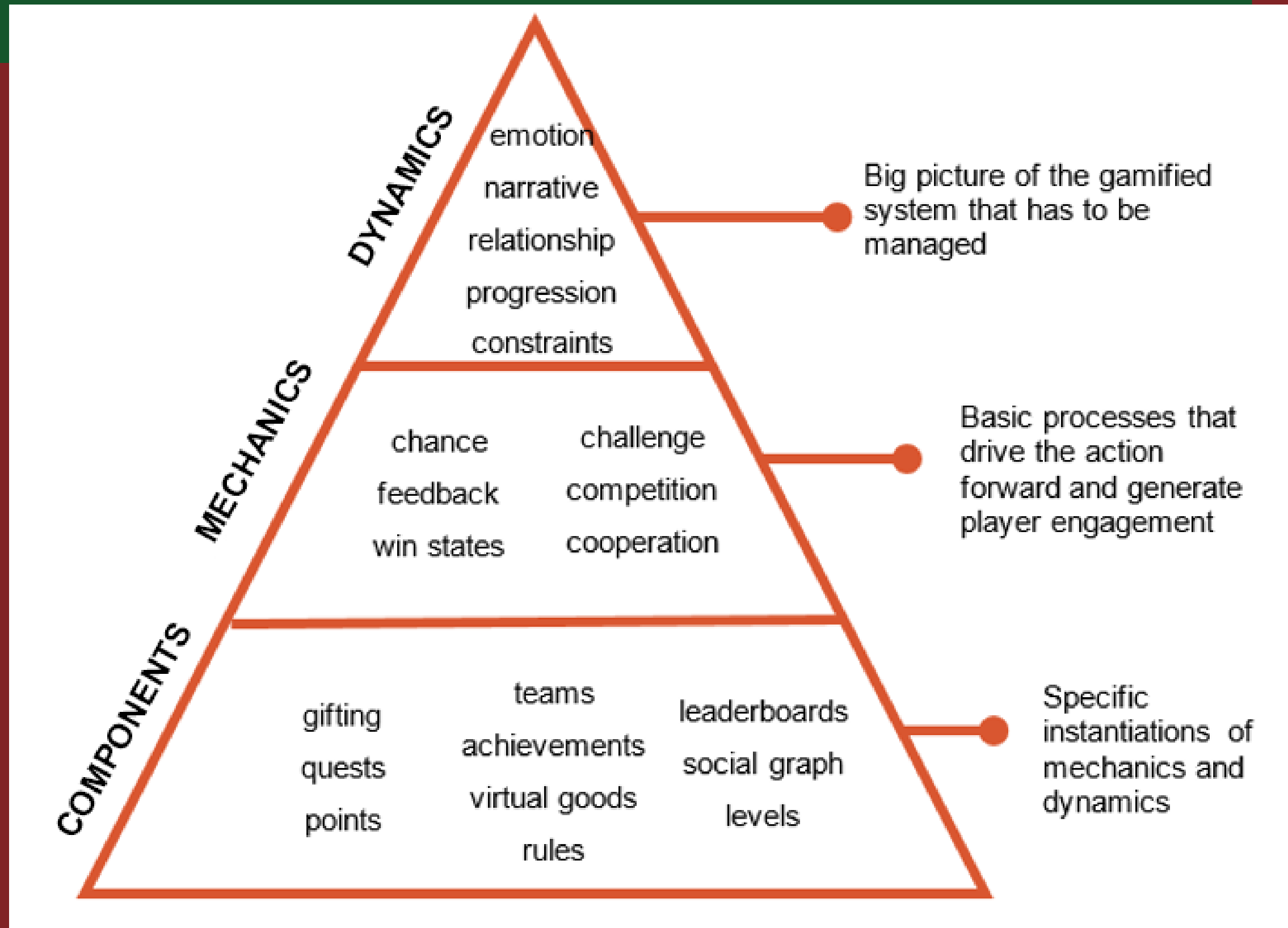
Bloom's with TLAs



**Bloom's Taxonomy
staircase**

Source: <ftp://ftp-fc.sc.egov.usda.gov/NEDC/isd/taxonomy.pdf>

Game Mechanics



BAHAY-BAHAYAN EXPERIENCE DESIGN CANVAS 5.0

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STUDENT ROLE 18th century Filipina ↳ dormers		TEACHER ROLE Urbano at Felisa ↳ Norman & Malobes		MAIN OBJECTIVE/GOAL: (VERB-BASE) 1. <u>explain</u> the process of identity construction in & through comm. 2. <u>analyze</u> issues in the construction of identities using theories -			OBSTACLES Madre Superiora - threat of being caught as part of the revolutionary movement.			
BACKGROUND/SET: Dormitorio Santa Isabel ↳ Zoom virtual background ↳ fb group of dorm ↳ fb group of Feminist Assoc.		COSTUME/ATTIRE:		PROPS:		MATERIALS:		DANCE/MUSIC/SFX:		FOOD:
GAMIFIED CONTENT 1) Goffman's Presentation of Self in Everyday Life 2) Hecht's Comm. theory of Identity 3) Andreoli's Positioning Theory				GAMIFIED LEARNING EXPERIENCES → Read module. Make a BINIBINIS' REACT reaction video. → Write a takaranan entry as a binibini. → Dialogue about the escalation tension in the dorm (audio recording).				GAMIFIED ASSESSMENT → rubric (collab) → rubric (indiv.) → rubric (collab & indiv.)		
TOPIC/LESSON		Goffman		Hecht		Andreoli				
CHAP/EP		Welcome to Dormitorio!		Get indoctrinated in duties. Get invited by secret group.		Get threatened by madre superiora fb posts				
LVL/STAGE		reg form & photos		fb posts						
MEDIA										
KILLER		ACHIEVER		EXPLORER			SOCIALIZER			
MINIMALIST	RESOURCEFUL	MULTISENSORIAL	N-I	IGLAP	REFLECTIVE	CRITICAL	CREATIVE	COLLABORATIVE	INCLUSIVE	

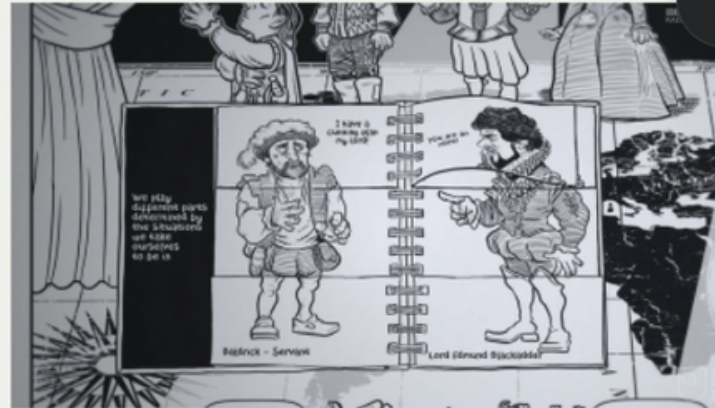
QUEST 1

THE PRESENTATION
OF SELF IN
EVERYDAY LIFE

Watch these short videos:

https://youtu.be/5Qe5TI__ZDU

<https://www.youtube.com/watch?v=6Z0XS-QLDWM>



QUEST 1

Then, make a reaction video presenting your impressions, reactions, understanding of the points raised. Enrich your reaction video by drawing examples from your role/s as a woman in the 19th century colonial Philippines.

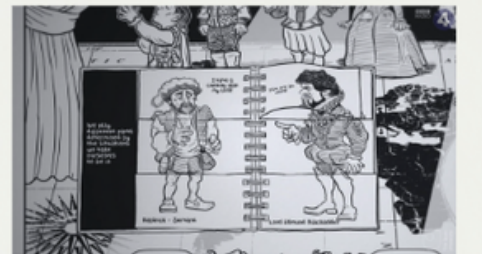
Dress, act, talk, think like you are from this period. Imagine what it's like to live in the colonial period.

To simplify the process, you may share the video on Zoom, play, pause, and react, then play, pause, and react. It's up to you.

A 15-20 minute reaction video would be great. Consider also what makes a great reaction video.

Title your work "Binibinis React," then have a captivating thumbnail/opening visual.

THE PRESENTATION
OF SELF IN
EVERYDAY LIFE





QUEST 2

Upang ganap na maunawaan kung paanong ang kalipunan ng ating mga karanasan ay humuhubog sa ating identidad, nararapat alamin ang isang teorya ng pagkakakilanlan. Ang tawag sa teoryang ito ay "Communication Theory of Identity." Sinasabi dito na dynamik, multiple, at maraming mga layers ang identidad, na sumasalamin sa komunikasyong personal, pagpapahayag nito (enacted), relasyonal, at komyunal.

Ang hamon sa inyo ay basahin at intindihin ang tekstong ito, at sumulat ng isang diary entry na nagpapahayag ng mga halimbawa at obserbasyon ninyo kung paano umiiral ang apat na layers ng identidad, maging ang konsepto ng identity gaps na inyong nararanasan. Iugnay ito sa mga natutunan kay Goffman patungkol sa dramaturgy at impression management. Ang diary entry ay dapat sulat kamay - may petsa, lugar, at disenyo na sumasalamin ng inyong layered na pagkatao. Kuhanan ito ng litrato (jpeg), o i save as pdf at maingat na ipasa kay Juana Reyes.

SAGE
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Open with ▾

SAGE Re

The communication theory of identity (CTI) was developed by communication scholar Michael He is a layered theory that conceptualizes identity as experienced at multiple levels or layers, multifac dynamic, and communicated both verbally and behaviorally in diverse ways evolving over time. CTI an integrative framework for understanding the individual, social, and collective aspects of self numerous implications for health.

Four Layers of Identity

The most important contribution of CTI is its layered perspective on identity. Identity is conceptualized as experienced at multiple layers, reflecting the person (self), communication (enactment), relations community. The corresponding four layers of identity are labeled as personal, enacted, relational, and communal.

The personal identity is an individual's self-concept or self-image. It concerns how one feels about and the self. Personal identity is similar to the traditional conceptualization of self or identity and has been in health on many facets such as gender, ethnicity, and illness identity.

The enacted identity is expressed in communication and social behavior. CTI posits that identity is maintained, and modified through communication. Identity is seen as formed in social interaction as symbolic meanings are communicatively exchanged and taken on by individuals, and then confirmed and validated through communication. Identity thus is internalized from and externalized to social interaction. Thus, CTI posits that communication itself can be understood as identity. While many theories focus on the effects of communication on identity or how identity shapes communication and its interpretation, it is relatively rare in arguing that identity is also the enactment of self through communication-in-social relations and the society around the individual. In this sense, communication not only causes health and health behaviors (e.g., revealing to others about illness status, health information seeking) but is also caused by identity. The enacted identity exhibited in health includes communicative behaviors that might understand daily disease management as an enacted identity. Conversely, the daily management of stigmatized diseases may be inhibited if they come to be seen as enacted identities.

The relational identity is co-created through roles and social interactions with others. It exists on three levels. First, people develop and shape identity partially by internalizing how others view them, called "relational identity." Second, people gain a sense of self through their relationships with others

Akala ko, kilala ko na ang aking sarili — malakas, matalino, opinyonada, at punong-puno ng pangarap. Kilala ako bilang isang mahinhin at ulirang dalaga, masunurin at paboritong anak ng Pamilya De Padua, masiyahing kapatid ni Eugenia, at mapagbigay na tiyahin ng aking mga pamangkin. Alam kong ito ay naaayon lamang sa mga kilos na aking ipinapakita na dala ng aking responsibilidad tulad ng pinong pagkilos, pagdamit ng maayos, pananampalataya at pagsunod sa kautusan ng mga awtoridad. Gayunpaman, ang impluwensiyang dala ng mabubuti kong mga kaibigan, at ang mga pangyayari sa lipunan ang umusig sa aking puso at konsensya. Katulad nila, nararamdaman kong hindi dapat nakakubli ang aking katalinuhan at abilidad ng kababaihan. Mula sa mga pag-uusap namin, nahihuhango na ako ay makabayan. Ang pagmamahal ko sa bansang sinilangan dala ng kawalan ng hustisya ang humihikayat saakin na ipaglaban ang isang magaling at malayang lipunan ng kinabukasan na iniisip ang kapakanan ng bawat miyembro nito, anuman ang kasarian o antas ng pamumuhay. Mapalad akong naturuan ng wikang Espanyol dahil sa posyon ng aking ama. Mapalad akong makapasok sa Colegio de Sta. Isabel, ngunit paano naman ang hindi pinalad? Mananatili ba silang mangmang at sunod-sunuran sa mgaturong simbahan na minsan ay walang katuturan? Bukod pa nito, anong say say ng aming kaalaman kung hindi kami makakapagbigay ng ambag sa sosyo-politkong usapin?

Quest 3

Sa quest na ito, ang mga miyembro ng silid ay mag-da-dayalogo patungkol sa umaalsang tunggalian sa Dormitorio Santa Isabel. Sina Urbana at Felisa ay patuloy sa pag-iimbestiga kung sino ang ang pinaghihinalaang kasapi ng rebeldeng samahan. Si Juana Reyes naman ay patuloy sa kanyang pag-iimbiba at pago-organisa ng mga kababaihang nais ng reporma.

Gamiting batayan ang article na "Identity, Positioning and Self-Other Relations" ni Eleni Andreouli upang sagutin ang sumusunod:

1. Sino ang tama sa dalawang panig? Bakit?
2. Ano ang vantage point o "position" ng bawat karakter? Isalarawan ang maaaring tumatakbo sa kanilang isipan - mga kwento, alaala, metapora, at iba pa.
3. Ano ang opinyon/interpretasyon ninyo sa sinabing "Every position has a "moral quality"?"
4. Para sa dalawang karakter, ano kaya ang nasa isip nila na kani-kanilang "rights" at "duties"?
5. Kung susumahin, paano naipakita sa tunggaling Urbana at Felisa at ni Juana Reyes, sampu ng kanyang kasamahan sa Asociacion, ang lesson na ito patungkol sa identity? *"Identity is, therefore, seen here as embedded in social relations and as dynamic, contextual and relational."*

Maaaring magsumite ng written reply sa bawat tanong (submit as word doc), o ng audio, o ng video recording ng inyong talakayan. Kayo na ang bahalang pumili.

Urbana at Felisa



Sina Urbana at Felisa ay hindi na kinamulatan pa ang kanilang mga magulang. Namatay ang kanilang ina sa panganganak, samantalang ang ama naman nila ay hindi na nakita pagkatapos. Kinupkop sila sa simbahan ng isang Frayle. Sinabi ng frayle sa kanila na ang ama daw nila ay pinaslang ng isang rebeldeng grupo na tinatawag na Los Indios Katipuneros.

Habang lumalaki, nakitaan sina Urbana at Felisa ng taglay na talino, kaya pinag-aral ito ng frayle. Mula pagkabata ay sinanay na sila ni Madre Superiora, Sr. Rigida, sa pag-aaral ng mga doktrina, dasal, at mga pamantayang pagkilos ng mga kababaihan, at ng mga mananampalataya. Para sa magkapatid, utang nila sa frayle at sa simbahan ang kanilang buhay, kung kaya ang pagsisilbi nila dito ay buong buo. Alam nila na ang kalupitan ng frayle at ni Madre Superiora ay pagdidisiplina lamang sa mga makamundong pag-iisip ng mga kababaihan. Sinisisi nila ang mga mapangahas na Indio sa pagkamatay ng kanilang ama.

Juana Reyes



CHARACTER 2

Juana Reyes

Si Juana Reyes ay kabilang sa angkan ng mga sangley mestizo. Ang sangley mestizo ay tumutukoy sa mga taong may magkahalong lahing Tsino at Pilipino. Si

Juana ay nakatira sa kapitbahayan ng mga Intsik ng Pariancillo, Malolos.

Kilala sa palayaw na “Juaning,” siya ay 17 taong gulang lamang. Sa kabila ng murang edad, mahusay siyang nakapagsasalita ng Espanyol. Marahil, dahil ito sa maraming aklat na naipupuslit ng kanyang ama mula sa mga paglalakbay nito abroad.

Ang kanyang ama ay isang repormista na inuusig ng pamahalaang Espanyol sa kanyang termino bilang gobernadorcillo. Lumaki siyang naririnig ang usapan ng kanyang ama at iba pang mga repormista.

Si Juana ay nais pag-igtingin ang negosyo ng kanyang ama bilang sila ay may mga pag-aaring lupa. Bahagi ng kanilang kita ay ibinibigay ng patago ng kanyang pamilya upang tulungan ang mga rebolusyonaryong hukbo sa pamamagitan ng pagbibigay ng mga suplay.



Alphonse: Tama ka diyan Pearl. Tulad ng sinabi ko kanina, dahil magkaiba ang kanilang pinanggalingan, ay iba din ang kanilang pinaprayoridad at pinahahalagahan. Sina Urbana at Felisa, na may buong buong pagsisilbi sa simbahan, na nais lamang panatilihin ang balanse ng kasalukuyan, at si Juana naman na parte ng mga repormista, na naghahangad ng pagbabago sa kasalukuyan. Kaya dito natin makikita kung anong obligasyon at anong karapatan ang angat para sa kanila; para kina Urbana at Felisa, mas angat ang karapatan at obligasyon magsilbi sa simbahan at maging sunud-sunuran sa paniniwala nito, habang si Juana naman ay may mas naangat na karapatang mamahayag, ang karapatang ipaglaban ang kanya-kanyang opinyon at paniniwala.

Final Quest.wav (322.8 MB)

Final Quest.wav.zip



[Open in Drive](#)

[Download](#)

20:48 / 29:23

Clouie: Sang-ayon nga ako sa inyong mga nabanggit. Talagang makikita natin sina Urbana at Felisa at Juana Reyes na magkaiba ang kanilang kinalakihan kaya't malayo rin ang pinagkaiba ng kanilang mga pinahahalagahan, karapatan, at tungkulin. Si Juana na may

Engage participants through play

*(roles, storytelling, conflicts, costumes,
virtual backgrounds, music, food, props)*



Player Types

1. ***Social element (working in teams and collab)***
2. ***Exploratory (explorable world, resources to read or watch)***
3. ***Achievers (prizes and badges to collect along the way)***
4. ***Killer (power, rank, records, feats, leaderboards)***



PAALALA SA AMING MGA KA-DORMITORIO PATUNGKOL SA GAWAING BAHAY

Ilagay sa ibaba kung ano ang inyong pinakamasarap na kayang lutuin sa kusina. Kung may larawan o gif ay mas mainam.

Sumasainyo,

Urbana at Felisa

"Pag-aaralan kong habihin ang damit na isusuot ni ama o ni ina...ang makapagalay sa magulang ng damit na kanyang pinagpagurang hinabi. Pag ako'y umupo sa tabi ng panahian, dumampot ng kayo, gumamit ng karayom, at magbuo ng damit, o humarap kaya sa kalan, magtiis ng init ng apoy sa pangungusina, o ako kaya'y maglinis sa pamamahay."

- URBANA AT FELISA



LUMILIHAM KAMI MULA SA ISANG SECURE SITE

Cuarto Kayo Ba?

Ako si Juana Reyes, inyong hermana rin dito sa Dormitorio. Mainam na **kayo** ay marunong sa pagsusulsi, at iba pang gawain. Subalit, napag-alaman ko na ang grupo ninyo ay nagsisimula nang magtanong at manguwestiyon patungkol sa inyong identidad at sa mga pangyayari sa ating lipunan. Nasulingan ko ito nang ako ay mapadaan sa **cuarto** nila Urbana at Felisa. **Kayo** ay mag-ingat sapagkat may mga ideyang para sa kanila ni Madre Superiora ay subersibo.

Ang pagliham ko sa inyo ng patago ay isang panganib na handa akong harapin, kung ang kahulugan ito ay isang mapagpalayang kaisipan para sa mga kababaihan.

Katulad ninyo, ako rin ay isang dalagang Pilipina na namumuhay ng payapa, subalit sa butod ng aking puso at konsyensya, alam ko na may kulang at mali sa ating lipunan, lalo na sa ating edukasyon. Kung naniniwala **kayo** na bilang babae, mas malalim at malawak pa ang kayang abutin ng ating isipan at kakayahan, iniimbitahan ko **kayo** sa aming lihim na samahan.

Huwag na huwag ninyong ipapaalam kina Urbana at Felisa, lalo na huwag na huwag makakarating ito sa Madre Superiora. Patago ninyong gawin ito.

Kung nais ninyong masungawan ang Liwanag, i-decode ang cipher na ito, at i-email ang lihim na mensahe na inyong natuklasan dito rin sa secure email line na ito.

The Katipunan Codes

Spanish Alphabet	Equivalent in the Katipunan	Spanish Alphabet	Equivalent in the Katipunan
A	Z	M	V
B	B	N	I
C	C	O	C
D	D	P	P
E	Q	Q	E
F	H	R	R
G	G	S	S
H	F	T	T
I	R	U	M
J	L	V	M
K	K	W	W
L	J	X	U
LL	N	Y	Y

ZBZITQ BZBZQ

VZJCJCS PZJZBZI

JRWZIZG IG KZTCTCFZIZI

Asociacion Feminista Filipina

ITINATAGUYOD ANG PAGPAPALAGANAP NG KAGALINGANG
PANLIPUNAN AT MASUGID NA PAGLAHOK NG MGA KABABAIHAN
KAPAKANANG PAMBAYAN

 Edit

Asociacion Feminista Filipina



SA MGA KABABAIHANG TAGA-MALOLOS

ni Jose Rizal

Ang unang-una. Ang ipinagiging taksil ñg ilan ay nasa kaduagan at kapabayaan ñg iba.



Kate Palma de Jesus



October 30, 2021 · 🌐

Tayo ay mga kababaihan. Ang mga kababaihan ay may taglay na tapang. Bumubukal ito sa kaibuturan ng ating puso. Pagmamahal sa kapwa at sa bayan.

Hindi pagtataksil ang paglilihim ng ating samahan. Mas taksil ang pagtalikod sa hinagpis ng ating Inang Bayan.

Ngayon, ang aming tanong, sa pagkakataon na ang partisipasyon ninyo sa ating samahan ay mabunyag, kayo ba ay mananatiling tapat sa ating ipinaglalabang pantay na representasyon para sa ating mga kababaihan?

- ang inyong Hermana Juana

Edit

Seen by 32

👍 Like

💬 Comment



Dormitorio Santa Isabel



Kate Palma de Jesus

Admin · October 28, 2021 · 🌐



GALIT ANG MADRE SUPERIORA!

LAHAT NG MAY ALAM KUNG SINO ANG MAPANGAHAS NA BABAENG TINUTUKOY NG MADRE, MAGSALITA NA!

PAKATANDAAN NA KUNG HINDI DAHIL SA MGA ARAL NI MADRE SUPERIORA AT NG MGA FRAYLE, TAYO AY MANANATILING MANGMANG. ANG KAAYUSAN AT KAPAYAPAAN SA ATING DORMITORIO SANTA ISABEL AY KINAKAILANGANG PROTEKTAHAN NATIN SA ABOT NG ATING MAKAKAYA.

-URBANA AT FELISA

Napag-alaman ko na may isang miyembro ng ating dormitorio na napabilang sa isang lihim na samahan. Ang estudianteng ito ay naligaw ng landas, at tila ba nalimutan na ang mga aral ng Santo Kristo!

Siya ay parang ahas na nakapasok sa ating pinakamamahal na Santa Isabel, at palihim na inaakit ang mga bagong estudiante sa kanyang mga subersibong pananaw. Hindi ko ito mapapayagan! May alam ba kayo sa pangyayaring ito? Ipagbigay-alam sa akin, at kayo ay mabibiyayaan para sa anumang impormasyon. Sino ang babaeng ito?



2

3 Comments Seen by everyone



Renz Pril T. Ongco

Kate Palma de Jesus Magandang umaga po, Wala po kaming natanggap na paanyaya at wala din kaming alam na may ganyang samahan. Ang alam ko lang po na samahan ay ang PDP (PamilyaDePusa). Pero nag iwan po ako ng galit na reaksyon sapagkat sa sinabi nyo ay ito'y samahan ng mga rebelde. Makakaasa po kayo na hindi kami makikinig at padadala sa mga paanyaya nila kapag meron man

Like Reply 24w



Kate Palma de Jesus Author Admin

Renz tama, senyorita! sila ay mga bandido na pailalim kung kumilos. pag-aalabin nila ang inyong mga damdamin patungkol sa mga mapangahas na ideya. ngunit, huwag na huwag kayo magpapadala.
-Urbana

How would you design the learning experience the Bahay-bahayan way?

- 1. Explain the importance of rhetoric in communication;*
- 2. Discuss persuasive elements of rhetoric; and*
- 3. Examine the use of rhetoric in the discourse around social issues.*

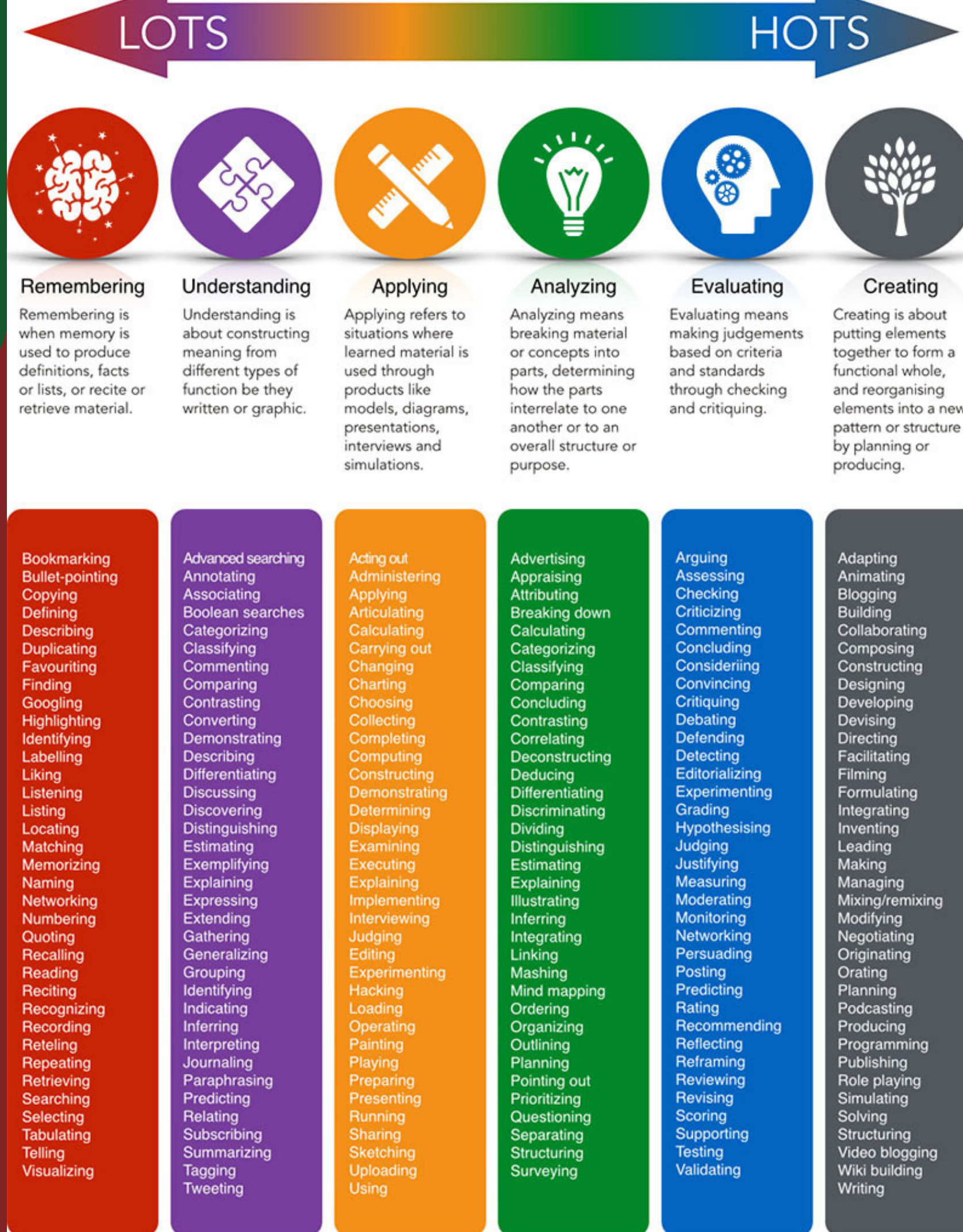


BAHAY-BAHAYAN EXPERIENCE DESIGN CANVAS 5.0

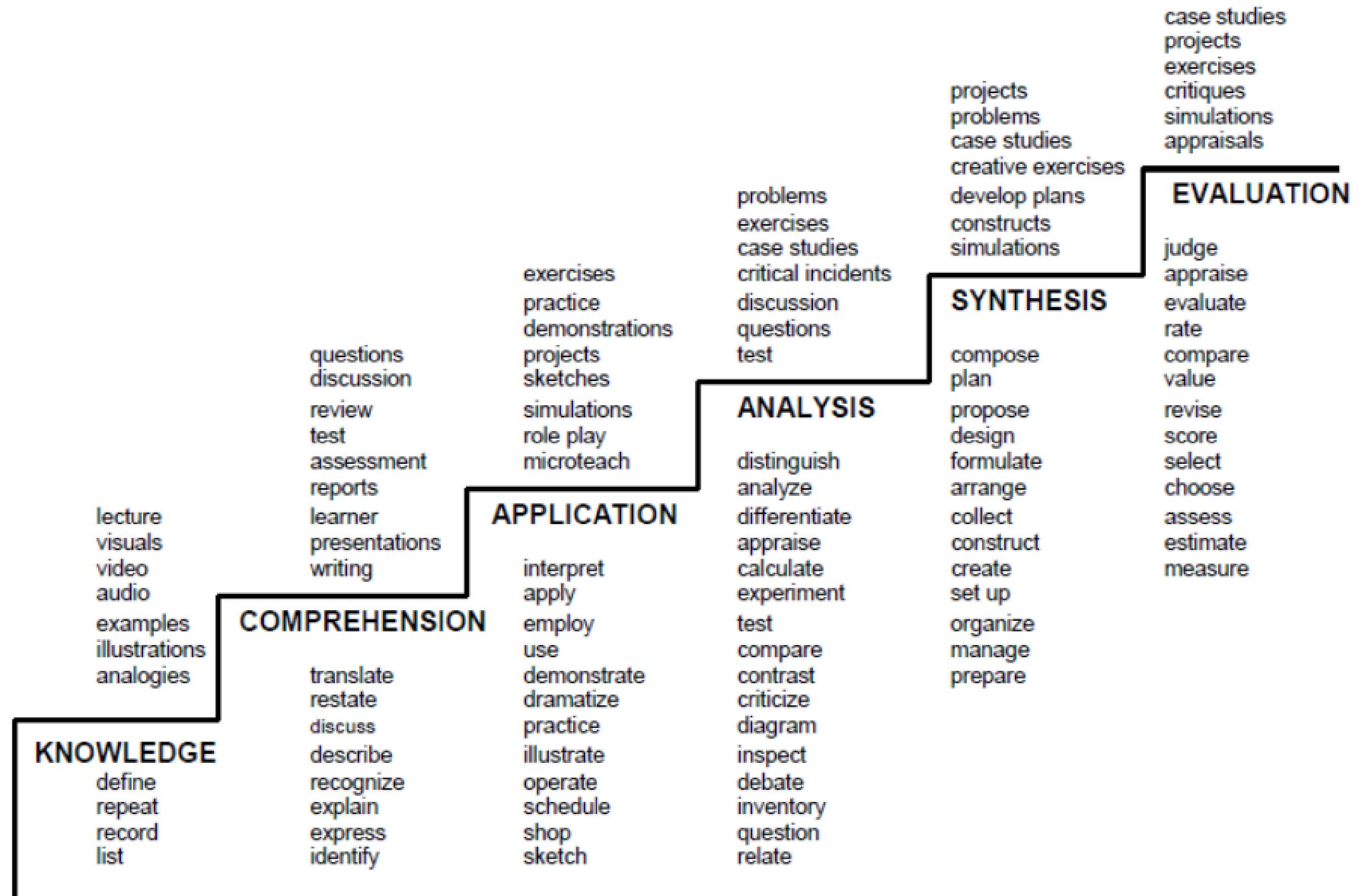
SUBJECT: _____ TOPIC: _____ FACI: _____ DATE/TIME: _____ DURATION: _____

STUDENT ROLE	TEACHER ROLE	MAIN OBJECTIVE/GOAL: (VERB-BASE)			OBSTACLES						
BACKGROUND/SET:		COSTUME/ATTIRE:		PROPS:		MATERIALS:		DANCE/MUSIC/SFX:		FOOD:	
GAMIFIED CONTENT				GAMIFIED LEARNING EXPERIENCES				GAMIFIED ASSESSMENT			
TOPIC/LESSON											
CHAP/EP											
LVL/STAGE											
MEDIA											
KILLER			ACHIEVER			EXPLORER			SOCIALIZER		
<i>MINIMALIST</i>	<i>RESOURCEFUL</i>	<i>MULTISENSORIAL</i>	<i>N-I</i>	<i>IGLAP</i>	<i>REFLECTIVE</i>	<i>CRITICAL</i>	<i>CREATIVE</i>	<i>COLLABORATIVE</i>	<i>INCLUSIVE</i>		

Be guided by Bloom's Taxonomy



Bloom's with Activities



Bloom's Taxonomy staircase

Source: <ftp://ftp-fc.sc.egov.usda.gov/NEDC/isd/taxonomy.pdf>

In order for the participants to (insert L.O.), the group will meet in (storyworld) where the trainer as (role) will invite (insert role of participants) to undergo (quest/gamified activities).

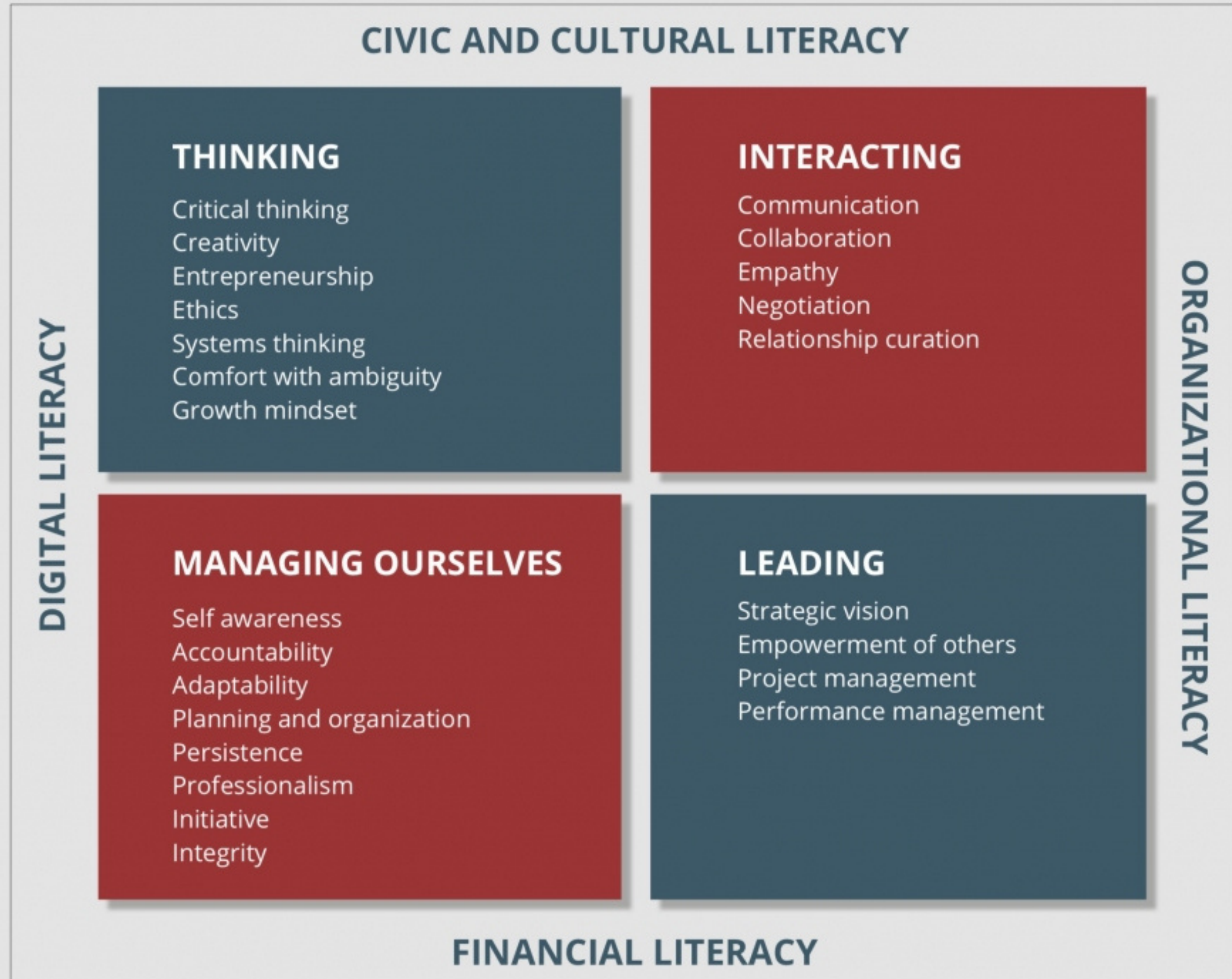
In order for the participants to compare traditional and organic farming, the group will meet in **RAKAN Coop**, where the facilitator as Seeds, Inc. owner will invite farmers to undergo a resource management game.

In order for the participants to demonstrate workplace integrity, the group will meet in the Kuching Festival Food Fair, where the trainer as festival chairperson will invite local talents to perform cook fests and mini-performances.

Why play, and why now?

THE HUMAN SKILLS MATRIX

24 durable skills
that workers need
to thrive in today's
rapidly evolving
organizations.



“

**Play is the highest form
of research.**

”

Learning Objectives

- 1. define key concepts - play-based learning, experiential learning, gamified learning**
- 2. explain how to design people engagement activities using the experience design canvas**
- 3. articulate the value of making things L.I.T.E. for people engagement**

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Thank you very much!

Design well. Play well.



University of the Philippines
LOS BAÑOS

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