



# Experience Points-Based Grading as a Type of Alternative Grading

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It is becoming a focus to design learning experiences that promote student agency and choice. Flexible course design is a student-centred way to ensure students have a say in what and how they learn, and is in line with the principles of Universal Design for Learning (UDL). In addition, there is concern that student's fear of failure, anxiety, and stress about grades impacts their ability to learn. Pressure to perform well on assessments can stifle the learning process and impede creative thinking. There are many types of alternative grading methods that provide flexibility and reduce pressure on students. Some popular examples are ungrading, specifications grading, and contract grading. Experience points (XP)-based grading is another highly flexible alternative grading method. When applied thoughtfully in a theory-driven way to a learning experience, this kind of gamification serves as a playful pedagogy that can enhance student engagement and motivation. It also provides an environment in which it is safe to fail. This presentation will introduce the concept of gamification, focusing on XP-based grading.

## References

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