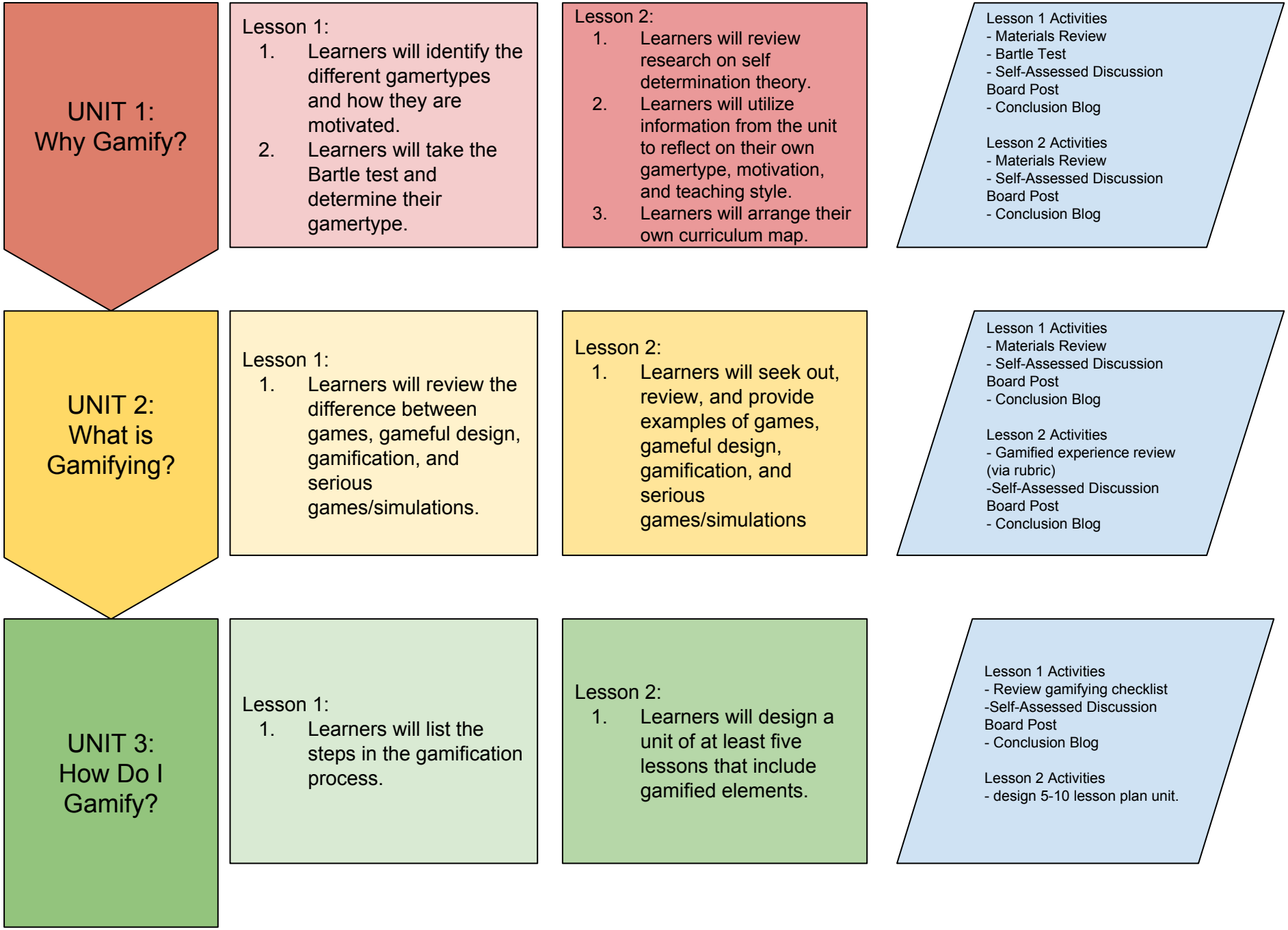

UNIT 1:
Why Gamify?
Lesson 1:
1. Learners will identify the different gamertypes and how they are motivated.
2. Learners will take the Bartle test and determine their gamertype.
Lesson 2:
1. Learners will review research on self determination theory.
2. Learners will utilize information from the unit to reflect on their own gamertype, motivation, and teaching style.
3. Learners will arrange their own curriculum map.
Lesson 1 Activities
- Materials Review
- Bartle Test
- Self-Assessed Discussion Board Post
- Conclusion Blog
Lesson 2 Activities
- Materials Review
- Self-Assessed Discussion Board Post
- Conclusion Blog
UNIT 2:
What is Gamifying?
Lesson 1:
1. Learners will review the difference between games, gameful design, gamification, and serious games/simulations.
Lesson 2:
1. Learners will seek out, review, and provide examples of games, gameful design, gamification, and serious games/simulations
Lesson 1 Activities
- Materials Review
- Self-Assessed Discussion Board Post
- Conclusion Blog
Lesson 2 Activities
- Gamified experience review (via rubric)
-Self-Assessed Discussion Board Post
- Conclusion Blog
UNIT 3:
How Do I Gamify?
Lesson 1:
1. Learners will list the steps in the gamification process.
Lesson 2:
1. Learners will design a unit of at least five lessons that include gamified elements.
Lesson 1 Activities
- Review gamifying checklist
-Self-Assessed Discussion Board Post
- Conclusion Blog
Lesson 2 Activities
- design 5-10 lesson plan unit.