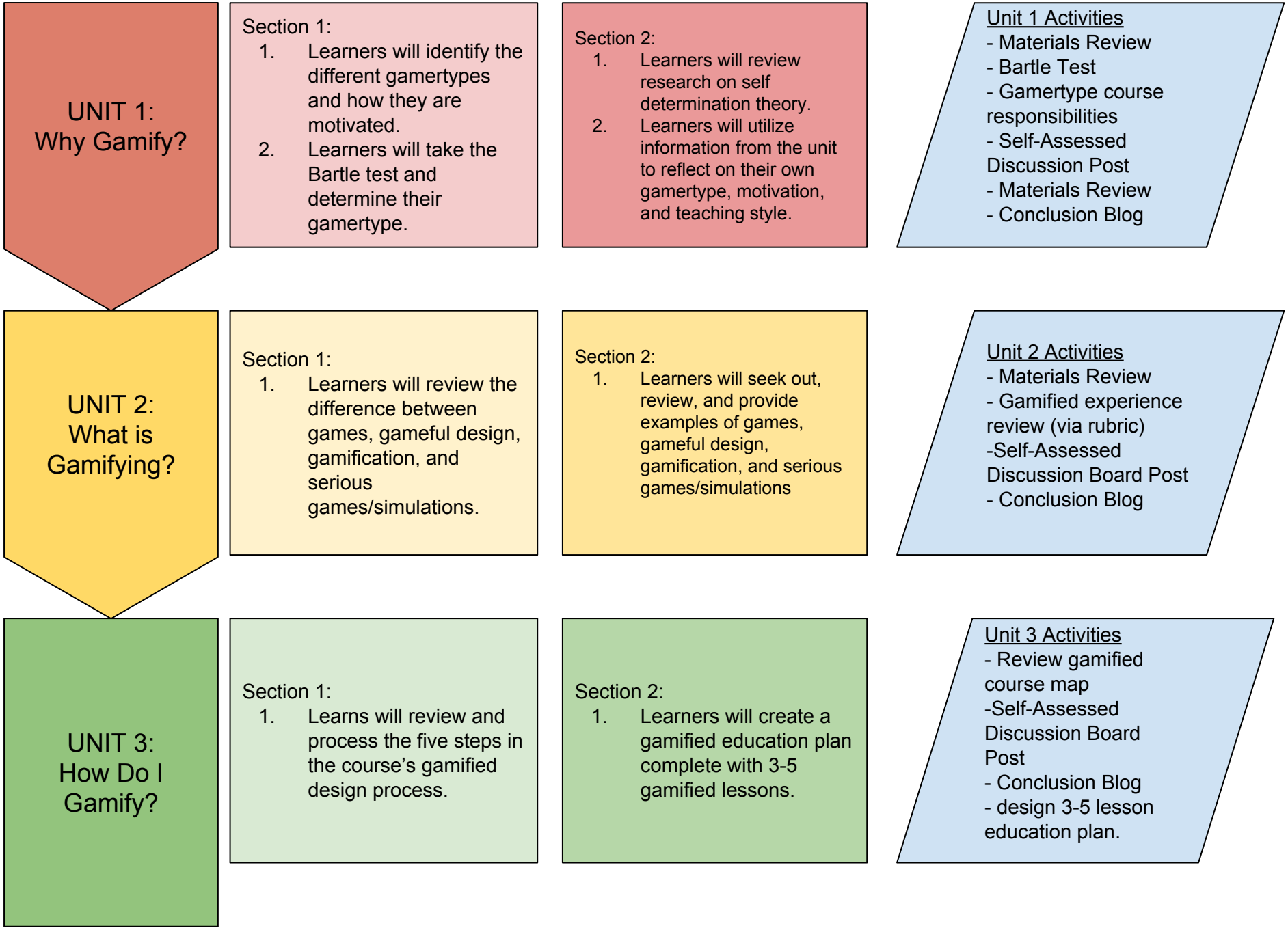

UNIT 1:
Why Gamify?
Section 1:
1. Learners will identify the different gamertypes and how they are motivated.
2. Learners will take the Bartle test and determine their gamertype.
Section 2:
1. Learners will review research on self determination theory.
2. Learners will utilize information from the unit to reflect on their own gamertype, motivation, and teaching style.
Unit 1 Activities
- Materials Review
- Bartle Test
- Gamertype course responsibilities
- Self-Assessed Discussion Post
- Materials Review
- Conclusion Blog
UNIT 2:
What is Gamifying?
Section 1:
1. Learners will review the difference between games, gameful design, gamification, and serious games/simulations.
Section 2:
1. Learners will seek out, review, and provide examples of games, gameful design, gamification, and serious games/simulations
Unit 2 Activities
- Materials Review
- Gamified experience review (via rubric)
-Self-Assessed Discussion Board Post
- Conclusion Blog
UNIT 3:
How Do I Gamify?
Section 1:
1. Learns will review and process the five steps in the course's gamified design process.
Section 2:
1. Learners will create a gamified education plan complete with 3-5 gamified lessons.
Unit 3 Activities
- Review gamified course map
-Self-Assessed Discussion Board Post
- Conclusion Blog
- design 3-5 lesson education plan.