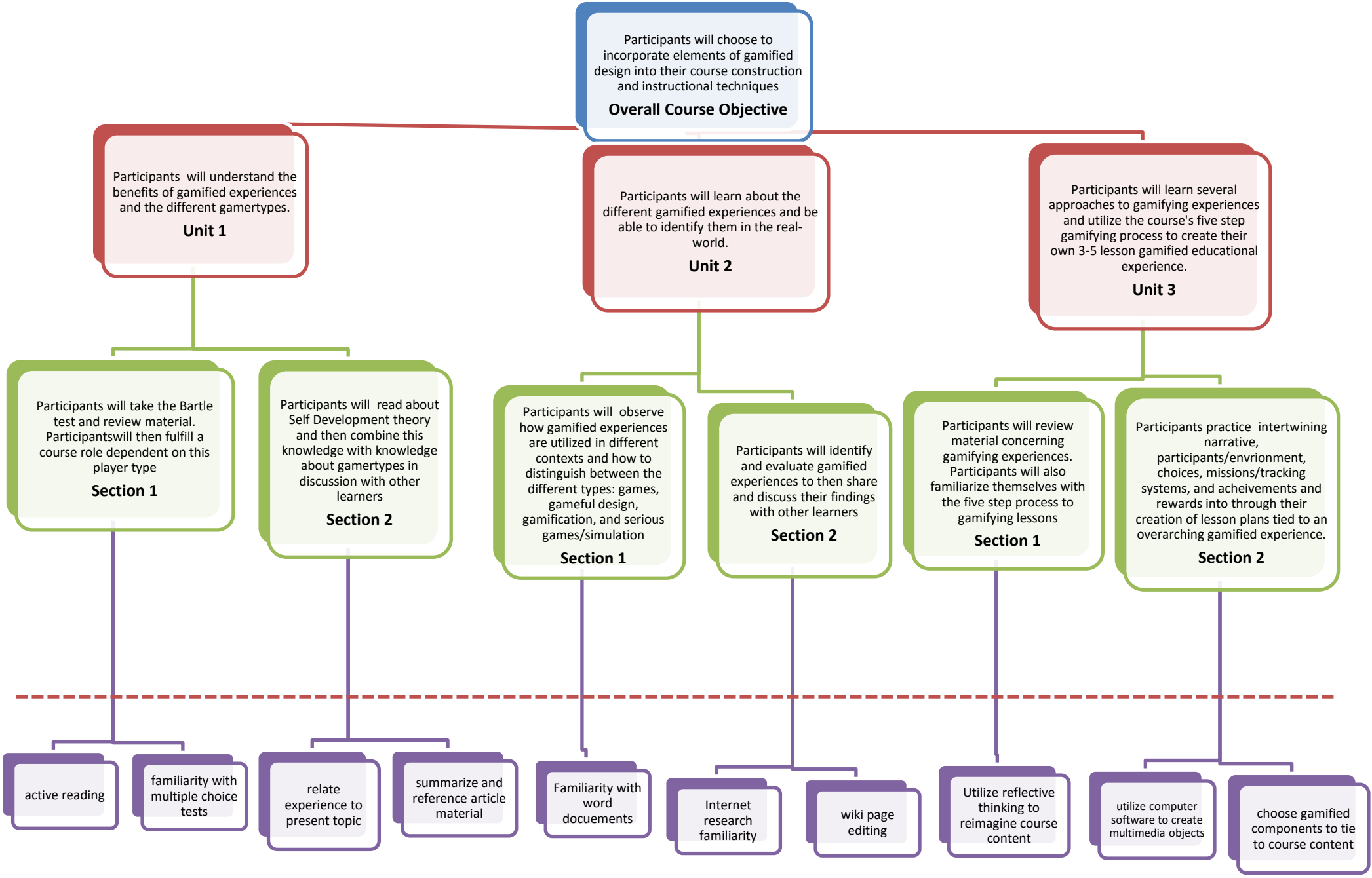

Participants will choose to incorporate elements of gamified design into their course construction and instructional techniques
Overall Course Objective
Participants will understand the benefits of gamified experiences and the different gamertypes.
Unit 1
Participants will learn about the different gamified experiences and be able to identify them in the real-world.
Unit 2
Participants will learn several approaches to gamifying experiences and utilize the course's five step gamifying process to create their own 3-5 lesson gamified educational experience.
Unit 3
Participants will take the Bartle test and review material. Participantswill then fulfill a course role dependent on this player type
Section 1
Participants will read about Self Development theory and then combine this knowledge with knowledge about gamertypes in discussion with other learners
Section 2
Participants will observe how gamified experiences are utilized in different contexts and how to distinguish between the different types: games, gameful design, gamification, and serious games/simulation
Section 1
Participants will identify and evaluate gamified experiences to then share and discuss their findings with other learners
Section 2
Participants will review material concerning gamifying experiences. Participants will also familiarize themselves with the five step process to gamifying lessons
Section 1
Participants practice intertwining narrative, participants/envrionment, choices, missions/tracking systems, and acheivements and rewards into through their creation of lesson plans tied to an overarching gamified experience.
Section 2
active reading
familiarity with multiple choice tests
relate experience to present topic
summarize and reference article material
Familiarity with word docuements
Internet research familiarity
wiki page editing
Utilize reflective thinking to reimagine course content
utilize computer software to create multimedia objects
choose gamified components to tie to course content