

Gaming Your Online Course



Instead of just transferring a face-to-face class to an online format, we can use online tools to create a more effective learning experience by applying gaming strategies and competency based grading to our online course. As in an online game, we can create engaging levels that need to be mastered before a student can move on to the next level. We can appeal to a student's intrinsic motivation not just their extrinsic motivation.

Gamification is the application of game elements and digital game design techniques to non-game problems, such as business and social impact challenges and education.

Gamification describes the incentivization of people's engagement in non-game contexts and activities by using game-style mechanics. Gamification leverages people's natural tendencies for competition, achievement, collaboration, and charity. Tools employed in game design such as rewarding users for achievements, "leveling-up," and earning badges are carried into the real world to help motivate individuals to achieve their goals or boost performance. —Investopedia



Steps in Gaming Your Course

1. Decide on overall goal for class
2. Create objectives needed to reach the class goal (these will become your levels)
3. Find activities or skills needed to demonstrate mastery of the level
4. Decide on content material needed for students to succeed at each level
5. Invent a back story to really engage your students
6. Put yourself in the class story; video yourself
7. Find ways for students to interact with each other from discussions to team projects
8. Motivate Your Students
9. Have fun teaching

Gaming Resources

- **Game Definition Investopedia:** <https://www.investopedia.com/terms/g/gamification.asp>
- **Gamification Course:** <https://www.coursera.org/lecture/gamification/1-1-introduction-4h5k1>
- Google: Coursera and gamification
- **Badger Setup in a Canvas Course:** <https://support.badgr.io/pages/viewpage.action?pageId=327770>
- **Canvas Gaming Group:** <https://community.canvaslms.com/groups/gamification>

“Teaching without learning is just talking.”

—*Classroom Assessment Techniques* by Angelo and Cross