



GAMIFICATION: PRACTICAL STRATEGIES FOR YOUR COURSE

December 8, 2015 :: 1:00 - 2:30 p.m. EST

Engage students through creative course design.

OVERVIEW

Learn how to strategically implement game-based design principles that can help you better engage students in a more interactive approach to education. Using gamification in your courses does not have to be difficult nor does it have to be comprehensive. We will discuss a range of different approaches that you can implement immediately to help make assignments more competitive, grading scales more interactive, and content more compelling.

WHAT GAMIFICATION IS

Gamification is the concept of applying game mechanics and game design techniques to engage and motivate people to achieve their goals.

WHAT GAMIFICATION IS NOT

Gamification is not digital game-based learning (DGBL); it does not allow students to play digital games to apply/identify concepts, nor does it allow students to create games to demonstrate comprehension. Unlike DGBL, gamification does not require the use of virtual environments or elaborate tech-based systems.

[VISIT EVENT PAGE](#)

<http://www.academicimpressions.com/webcast/gamification-practical-strategies-your-course-december-2015>



WHO SHOULD ATTEND

Instructional designers, faculty developers, and faculty who are redesigning courses for increased student engagement will benefit from the expertise shared in this online training. Along with applicable gamification strategies, attendees will discuss the theoretical framework of gamification to help fuel future thought and development.

LEARNING OUTCOME

After participating in the online training, you will be able to integrate gamification strategies into course design to more effectively engage students.

CONTACT US FOR MORE INFORMATION

Contact Tunde Brimah, Senior Conference Director at Tunde@academicimpressions.com or 720-988-1220 if you'd like additional information about the program.



AGENDA

Tuesday, December 8, 2015 :: 1:00 - 2:30 p.m. EST

➔ Steps to gamification design

- Identify learning objectives
- Describe target behaviors
- Establish audience level
- Allocate appropriate design

➔ Game mechanics and principles

➔ Micro design strategies

- Map based/treasure hunt
- Hidden messages/ Easter eggs
- Incorporating narrative design
- Gamifying social media

➔ Assessment strategies

- Gamified gradebook/level-based grading
- Leaderboards
- Competency based/reward badges

INSTRUCTOR

Sherry Jones, Philosophy, Rhetoric, and Game Studies Instructor, Colorado Community College System

In addition to her teaching duties, Sherry Jones is the creator of the experimental MOOC *Rhetoric and Composition: The Persuasive Power of Video Games as Paratexts* (2013), a judge for SIIA 2015 CODiE Awards “Best Game-Based Curriculum Solution” category, and the co-author of “Composition on a New Scale: Play UX Design Thinking in Online Writing Instruction (OWI) (2014).” She currently serves as the game design and psychology subject matter expert for Rocky Mountain College of Art & Design, and the game studies facilitator for the #Metagame Book Club.

Sherry has been named the 2015 Educator of the Year by the eLCC and has been featured in *Psychology of Games*, *Good Games Writing*, *Educator Innovator*, *GameVortex*, *eCampus News*, *eLearning Industry*, *Electric Literature*, and *Edwin McRae*.

In the business world, Sherry serves as the game architecture designer and narrative designer of the Perspective Game, a massively multiplayer online role playing card game (MMORPCG) and an epistemic game designed to promote civic engagement with real world issues.



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EARLY BIRD PRICING

Postmarked on or before December 1, 2015. After December 1, 2015, an additional \$75.00 fee for the first connection and \$50.00 fee for each additional connection applies.

[REGISTER ONLINE](#) or below.

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