

## Schedule

\*Discussion Forum posts must be done by Wednesday, 11:59 p.m. CST of each Learning Unit Week. Responses to posts must be done by Sunday, 11:59 p.m.CST at the end of each learning unit week. All Exploration activities are to be submitted by Sunday, 11:59 p.m. of the learning unit week. **(Central time)**

Learning Unit	Topics	Reading Assignments	Discussion Forum Assignments	Exploration Activities	Due Dates
Level 1:	What is gamification?	Chapters: 1-2 Research Articles (L1)	<b>Q 1:</b> How could you incorporate Voki into a classroom or corporate experience for students or clients?	Create an Avatar “Back to the Future- Gamification Timeline”	Week 1
Level 2:	Blooms Taxonomy	Chapter: 3 Research Articles (L2) Bloom’s Articles/TAG Classcraft Unit	<b>Q 2:</b> How would you compare and contrast game elements and mechanics to typical instructional design using the Bloom’s Taxonomy model?	Classcraft Assignments A game of “TAG”	Week 2
Level 3:	Game Mechanics	Chapters: 4-5 Research Articles (L3)	<b>Q 3:</b> Gamification Webinar Task	Gamification Webinars Assignment “Dealing a Full Deck”	Week 3
Level 4:	Player Types Game Patterns	Chapter: 6 Research Article: (L4)	<b>Q4:</b> Choose a player type and discuss the pros and cons of how that player type will interact with a game and other players in a classroom or corporate environment.	WebQuest Project “What kind of player are you?”	Week 4

Learning Unit	Topic	Reading Assignments	Discussion Forum Assignments	Exploration Activities	Due Dates
Level 5:	Problem-Solving Based Games  Learning Domains	Chapters: 7-8 Research Articles: (L5)	<b>Q5:</b> Choose a Web 2.0 tool that could be used in gamification. Include the URL; describe the tool, how it can be used and the pros and challenges of using the tool in gamification.	WebQuest Project (critique and add mechanics to existing quest)  “Gamifyopoly Quest”	Week 5
Level 6:	Design Process	Chapters: 9-10 Game Development Resources (L6)	<b>Q6:</b> Based on what you have read make a case for why gamification should be incorporated into the classroom or corporate experience for an administrator/supervisor who doesn’t hold the same view point. Include citations.	Small Group Project	Week 6
Level 7:	Gamer Perspective  Case Study	Chapters: 11-12 (L7)	<b>Q7:</b> No discussion forum this week	Small Group Project (con’t)  Classcraft Assessment	Week 7
Level 8:	Alternate Reality Games for Corporate Learning	Chapters: 13-14 (L8)	<b>Q8:</b> No discussion forum this week	Small Group Project (con’t)  Final Project Assessment	Week 8

