Building A Game Plan

**Follow these steps and approaches to gamify a course
in your Integrated Learning Platform**

step 1 — Start with why you want to gamify

- Create relevance by building a story around the course.
- Motivate learners to complete work with built-in rewards.
- Provide authentic practice with simulation activities.
- Show significance by converting grade points to experience points.

step 2 — Define the gamification experience

- Convert learning objectives to challenges or quests.
- Establish a theme that fits the story.
- Execute the theme by designing a skin with graphics and themed language.
- Build the theme into the syllabus.
- Pace the story with regular **NEWS** posts.
- Build **CONTENT** modules to tell the story.

step 3 — Design the gamification activities

- Convert **DISCUSSIONS** into fun topics, games, or social causes.
- Ask students to complete a quest in **DROPBOX**.
- Create a scenario or simulation in a **QUIZ**.
- Assign students to **GROUPS** for a collaborative quest.

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step 4 — Motivate students to continue

- Have students complete quests (**DROPBOX** assignments or **QUIZZES**) to gain experience points.
- Build in feedback in **QUIZ SUBMISSION VIEWS**.
- Provide hints in **QUIZZES**.
- Display letter grades as **CUSTOMIZED GRADE SCHEME** labels (leveling or experience points).
- Offer students chances to level up by doing more work to increase experience points in **GRADES**.
- Reward behaviors and motivate students with badges, levels, experience points, and entertainment tokens.
- Encourage students to explore the course and complete work by hiding Easter eggs throughout the course.

step 5 — Organize the gamification experience

- Organize **CONTENT** in the Table of Contents to build the story or experience.
- Add **QUICKLINKS** to modules to structure the experience.
- Use **RELEASE CONDITIONS** to unlock additional content, quests or badges (custom **WIDGETS** and **NEWS** items).
- Provide students with a **CHECKLIST** to track completion of activities.
- Associate quests and activities with **GRADE ITEMS** (experience points).
- Organize **GRADES** with themed categories.

GAMIFICATION DESIGNERS

Heidi Jung
hjung@siu.edu

Cheryl Bosarge
cbosarge@siu.edu

SIU CARBONDALE

SOUTHERN ILLINOIS UNIVERSITY
CENTER FOR
TEACHING EXCELLENCE