Game-Based Learning Faculty Institute
May 12, 2014

Gamification is the process of using game thinking and game mechanics to solve problems and engage users. Game Based Learning or GBL is a branch of serious games that deals with applications that have defined learning outcomes.

Pre-Workshop Readings

EDUCAUSE 7 Things You Should Know About... GAMIFICATION, August 2011
http://cft.uiowa.edu/files/cft.uiowa.edu/files/Seven%20Things%20you%20should%20Know%20about%20Gamification.pdf

Gamification vs. Game Based Learning in Education, January 13, 2012
http://www.gamification.co/2012/01/13/gamification-vs-game-based-learning-in-education/

Suggested Readings

Gamification in Education: What, How, Why Bother?
Joey J. Lee, Teachers College Columbia University, NY
Jessica Hammer, Teachers College Columbia University, NY

A Case for a Formal Design Paradigm for Serious Games
Glenda A Gunter, Ph. D., Robert F. Kenny, Ph. D., Erik Henry Vick, Ph. D

The LM-GM framework for Serious Games Analysis
Theodore Lim¹, Maira B. Carvalho², Francesco Bellotti², Sylvester Arnab³, Sara de Freitas³, Sandy Louchart¹, Neil Suttie¹, Riccardo Berta² and Alessandro De Gloria²

¹Herriot Watt University, Edinburgh, UK / ²University of Genoa, Genoa, Italy / ³Serious Games Institute, Coventry University, Coventry, UK

4 Ways to Teach with Video Games
Max Lieberman, Currents in Electronic Literacy

Active Learning: Creating Excitement in the classroom (Bonwell,1991)