



# 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

<http://www.gamifyingeducation.org/files/Lee-Hammer-AEQ-2011.pdf>

### **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

<http://www.units.miamioh.edu/codeconference/papers/papers/gunter%20kenny%20vick%20paper.pdf>

### **The LM-GM framework for Serious Games Analysis**

Theodore Lim<sup>1</sup>, Maira B. Carvalho<sup>2</sup>, Francesco Bellotti<sup>2</sup>, Sylvester Arnab<sup>3</sup>, Sara de Freitas<sup>3</sup>, Sandy Louchart<sup>1</sup>, Neil Suttie<sup>1</sup>, Riccardo Berta<sup>2</sup> and Alessandro De Gloria<sup>2</sup>

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[http://seriousgamesociety.org/download/LMGM\\_framework.pdf](http://seriousgamesociety.org/download/LMGM_framework.pdf)

### **4 Ways to Teach with Video Games**

Max Lieberman, *Currents in Electronic Literacy*

[http://currents.cwrl.utexas.edu/2010/lieberman\\_four-ways-to-teach-with-video-games](http://currents.cwrl.utexas.edu/2010/lieberman_four-ways-to-teach-with-video-games)

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

<http://files.eric.ed.gov/fulltext/ED336049.pdf>

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