Facilitator:
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<start-end time to be determined>

Abstract:
Wondering what this ‘Gamification’ thing is all about? Is it something you could apply in your ID work? This tutorial will explain what gamification is, and isn’t, and how one might integrate some of the best aspects of gamification into the design of learning. The presenter will outline a design that has been used both f2f and online and suggest ways these ideas could be implemented in almost any course or training session.

Objectives:
Participants will come away from this tutorial with:
- An overview of what gamification is and isn’t
- Several ways gamification can be applied to an existing course design

Participants will have an opportunity to:
- Examine and play with a grading scheme that facilitates a gamified approach to the completion of learning tasks

Intended audience
Teachers, Administrators, Academics, Tech Support (pretty much anyone involved in use of, maintenance of, decisions surrounding the use of technology in formal education).

Experience level and prerequisites
It is assumed that participants have either taught or designed adult education courses in a relatively formal setting, i.e. formal education (primarily post-secondary), or professional training or performance improvement where performance objectives are measured for some certification or credential.
It is assumed that participants will have some familiarity with the use of spreadsheets and the use of shared documents such as GoogleDocs.

Format
- Presentation (approx. 45 min.)
- Q & A (approx. 15 min.)
- Guided exercises (approx. 20 min.)
- De-briefing (approx. 10 min.)

Outline
- Outline of the workshop’s activities
Facilitator Qualifications
Katrin is an internationally known expert in the design and analysis of Serious Games. She holds two degrees in computer science and a PhD in Educational Technology with a focus on instructional game design. With over 30 years of teaching experience in Science, Engineering, Education, and Art, she has taught computer science, videogame design, digital game-based learning, and technical writing. Her teaching innovations have been internationally recognized and she is widely published in the areas of computer science education, educational technology. She designs and develops eLearning in all sectors, and has consulted for various organizations on the use of digital games for instructional purposes. She has designed and developed several educational and advertising games. She is also the author of a book on the technical aspects of simulations and games written for non-technical people.

Finally, perhaps as counterpoint to her work in and with digital technology, she runs a small farm where she has been raising waterfowl and other animals for over twenty years. This farm forms the basis for her “Ducks in the Classroom” program, which has been providing eggs for hatching in classrooms locally since 1988, and information on school hatching projects globally since 2001.

Take-Aways
• the presentation slides
• a sample course outline for a gamified course
• a sample “score-card” spreadsheet
• an annotated list of further resources (including key books, papers, people, and videos)