Title: DEEP DIVE: How to Gamify Your Course

Keywords: Game-based Learning, Learner Motivation and Learning Design

Description/Overview: This session is 2 of 3 on game-based learning. In this session we will review and build on the principles of game-based learning and focus on the process and considerations for applying game mechanics and game aesthetics to a course. We will share best practices and practical considerations in the design and delivery of game-based learning.

References:

Organizer

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Author Summary: Sandra is the Dean of Nursing at the University of Calgary. She has served in a variety of positions in the United States, including Dean of Nursing and then Senior Director of Academic Affairs for Carrington College based in Phoenix, Arizona, and as the Director, Master of Healthcare Innovation Program Arizona State University.