

Graduate Course Description Form

Course Number:	IGC 727
Course Name:	Level Up: Gamification & Game-Based Learning for K-12 Teachers
Credits Earned:	3 Graduate Credits / 67.5 PDPs
Credits Issued By:	Gordon College
Course Fee:	\$675 (\$625 with early registration discount)

Course Description:

This course equips Massachusetts K-12 educators with the theory and practice of gamification and game-based learning, moving beyond novelty to meaningful application. Participants examine the research on motivation, engagement, and learning through play; design gamified instructional experiences; and develop a game-based learning unit aligned to Massachusetts Curriculum Frameworks. This course is aligned to the Massachusetts Educator Evaluation Framework and the Massachusetts Digital Literacy and Computer Science (DLCS) Standard

Learning Outcomes:

1. Distinguish between gamification and game-based learning and identify the appropriate application of each in different instructional contexts.
2. Apply research on motivation, engagement, and play to design gamified learning experiences that promote intrinsic motivation.
3. Design a gamified assessment or learning sequence that uses game mechanics to increase student persistence and engagement.
4. Develop a game-based learning unit aligned to Massachusetts Curriculum Framework standards.
5. Evaluate gamification and game-based learning design for equity, accessibility, and alignment to learning goals.