



Graduate Course Description Form

Course Number: IGC 727

Course Name: Level Up: Gamification & Game-Based Learning for K-12 Teachers

Instructor: TBD

Credits Earned: 3 Graduate Credits / 67.5 PDPs (for courses completed before June 8, 2025) or 22.5 PDPs (for courses completed on or after June 8, 2025)

Credits Issued By: Gordon College

Course Fee: \$675 (\$575 for early bird registration)

Course Description:

This course equips Massachusetts PreK–12 educators with the research-based principles and practical strategies needed to design and implement gamification and game-based learning (GBL) experiences that increase student engagement, motivation, and achievement. Drawing on Kapp's framework for game-based learning and current research on motivation and play, participants design gamified learning experiences and game-based units aligned to Massachusetts curriculum frameworks. This course is aligned to the Massachusetts Curriculum Frameworks.

Learning Outcomes:

1. Distinguish between gamification and game-based learning and apply each approach appropriately to different instructional goals.
2. Apply research on motivation, play, and learning to the design of gamified classroom experiences.
3. Design a gamified learning experience — including points, badges, levels, or narrative — aligned to Massachusetts curriculum standards.
4. Select and evaluate digital and analog game-based learning tools for instructional quality, accessibility, and curriculum alignment.
5. Create a complete game-based learning unit aligned to Massachusetts curriculum frameworks with assessment and differentiation strategies.

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