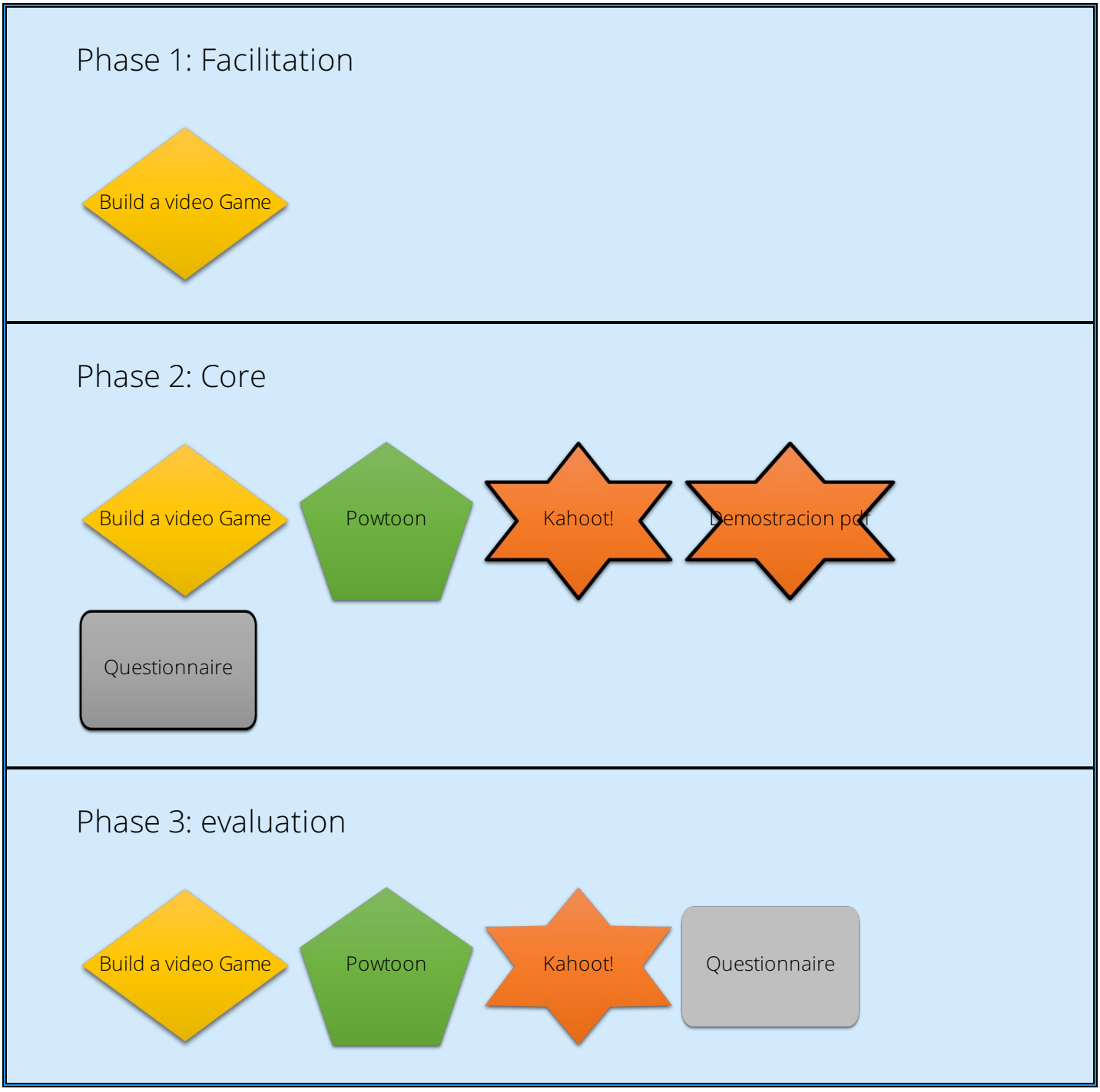
Gamification Experience: uno random

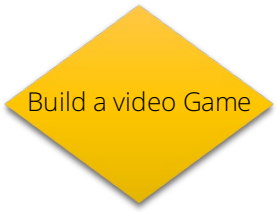
Subject Matter: Introduction to general system theory

Description:

que voy a eliminar

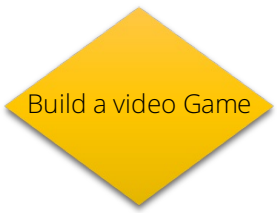


Phase 1: Facilitation



Name: Build a video Game
Description: Students compile a collection of their texts in a variety of genres over time and choose two pieces to present for summative assessment. In the majority of cases, the work in the student's collection will arise from normal classwork, as the examples below illustrate.
Instructors Instructions: N/A
Learning Objetives: To develop a video game,Identify systems,Learn
Length: 3 weeks
Materials: N/A
Purpose: N/A
Space: N/A
Students Instructions: N/A
Students Per Team: 5-8
subject Matter: Introduction to general system theory
Url: https://cloud.mongodb.com/

Phase 2: Core



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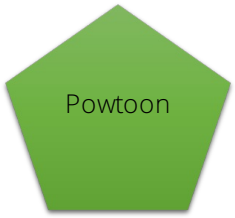
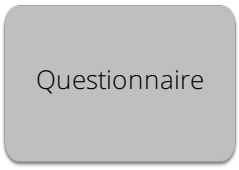


Name: Powtoon
Description: The purpose of these examples is to support teachers' professional development. They are not to be used for any other purpose. More examples will be added over time.
Url: example.com

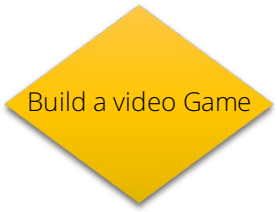


Name: Questionnaire
Description: N/A
Url: https://www.google.com/maps

Name: Kahoot!
Description: N/A
Url: https://kahoot.it/

Name: Demostracion pdf
Description: The v-overlay component is used to provide emphasis on a particular element or parts of it. It signals to the user of a state change within the application and can be used for creating loaders, dialogs and more.
Url: hello.com

Phase 3: Evaluation



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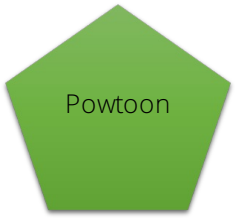

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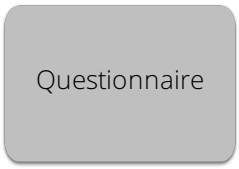

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