

# Gamification Experience: uno random

**Subject Matter:** Introduction to general system theory

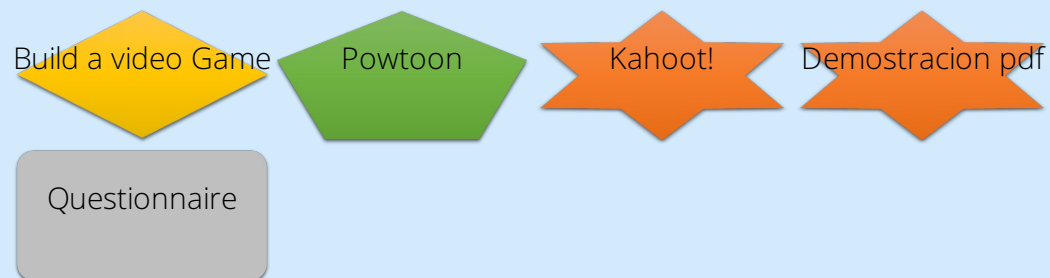
## **Description:**

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Phase 1: Facilitation

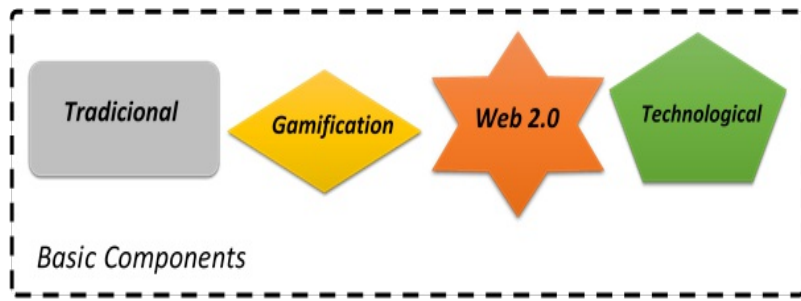


Phase 2: Core



Phase 3: evaluation





## 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 Objectives:** 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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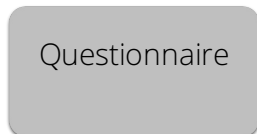
**Url:** <https://cloud.mongodb.com/>



**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](https://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



**Name:** Build a video Game

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**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

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Questionnaire

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**Description:** N/A

**Url:** <https://www.google.com/maps>

Kahoot!

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**Description:** N/A

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