

Gamification Experience: Example

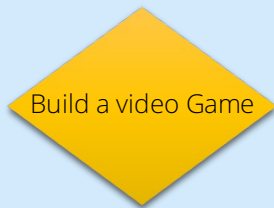
Subject Matter: Introduction to general system theory

Description:

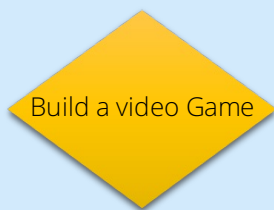
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***Components without borders are mandatory**

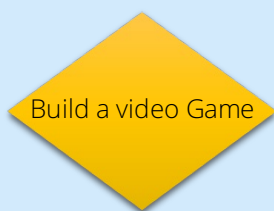
Phase 1: Facilitation



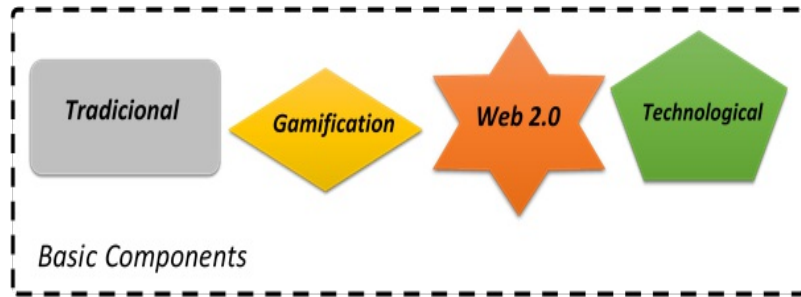
Phase 2: Core



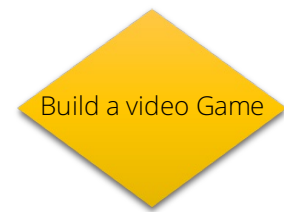
Phase 3: evaluation



Convention:



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

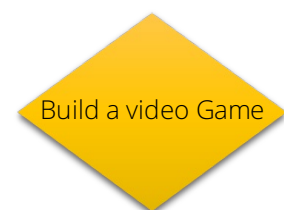
Students Instructions: N/A

Students Per Team: 5-8

subject Matter: Introduction to general system theory

Url: <https://cloud.mongodb.com/>

Phase 2: Core



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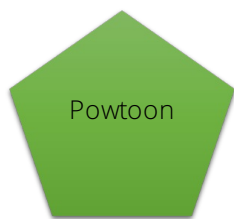
Space: N/A

Students Instructions: N/A

Students Per Team: 5-8

subject Matter: Introduction to general system theory

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

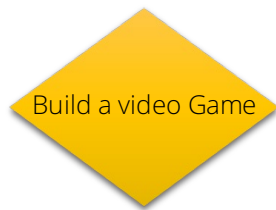


Name: Kahoot!

Description: N/A

Url: <https://kahoot.it/>

Phase 3: Evaluation



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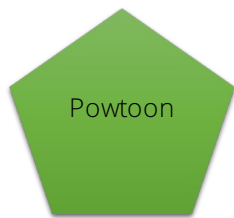
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Name: Kahoot!

Description: N/A

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