

# Gamification Experience: Example

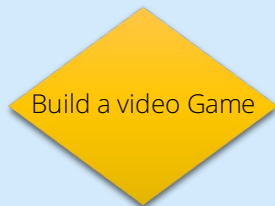
**Subject Matter: Introduction to general system theory**

## Description:

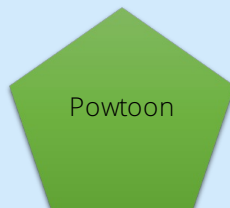
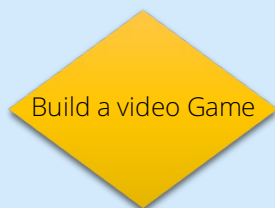
Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. Excepteur sint occaecat cupidatat non proident, sunt in culpa qui officia deserunt mollit anim id est laborum

### **\*Components without borders are mandatory**

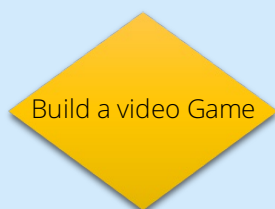
Phase 1: Facilitation



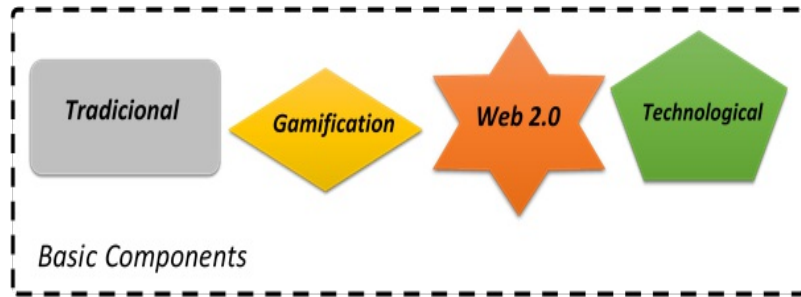
Phase 2: Core



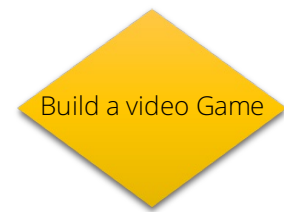
Phase 3: evaluation



## 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

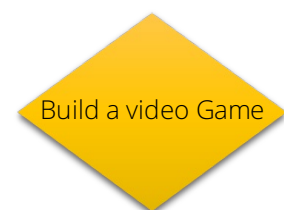
**Students Instructions:** N/A

**Students Per Team:** 5-8

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

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

## Phase 2: Core



**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.

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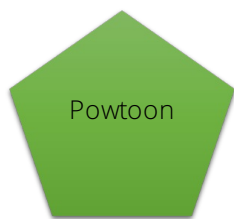
**Space:** N/A

**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](https://example.com)

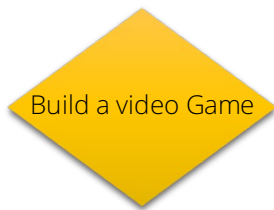


**Name:** Kahoot!

**Description:** N/A

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

## Phase 3: Evaluation



**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.

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**Learning Objectives:** To develop a video game, Identify systems, Learn

**Length:** 3 weeks

**Materials:** N/A

**Purpose:** N/A

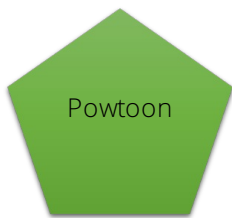
**Space:** N/A

**Students Instructions:** N/A

**Students Per Team:** 5-8

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

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**Name:** Kahoot!

**Description:** N/A

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