Second year writing assignment:

Write a short (2 page) research paper about **Gamification**.

Your paper should include:

1. What is gamification
2. Why is it important
3. What are some practical applications of gamification
4. Examples of real-life gamification
5. Create one theoretical example of how you would gamify a learning objective
6. Papers should be double-spaced, turned in to the share drive as GamificationPaper.docx