

# Defining Terms



Write

Write your definition of a game below:

---

---

---

---

---

Write your definition of a gamification below:

---

---

---

---

---

Write your definition of a simulation below:

---

---

---

---

---

Write your definition of game thinking below:

---

---

---

---

---

# Course Definitions



## Definition

A game is a system in which players engage in an abstract challenge, defined by rules, interactivity, and feedback, that results in a quantifiable outcome, often eliciting an emotional reaction.

Gamification is using game-based mechanics, aesthetics, and game thinking to engage people, motivate action, promote learning, and solve problems.

A simulation is a realistic, controlled-risk environment where learners can practice specific behaviors or decisions and experience the impacts of their behaviors and/or decisions.



## Think

Game thinking is approaching the design process from the perspective of actions and activities, applying the mechanics of games to nongame situations.

What do these items have in common? What makes them different? What makes a game a game? What makes gamification gamification? What is a simulation? Can a simulation have game elements?

# Types of Gamification

## Think

Write the definition of each of the two types of gamification below.

Structural Gamification	Content Gamification
Example	Example