***Gamification in teaching activities at university level***

*-brainstorming-*

1. *Project Specification*

This project aims to stimulate the participation of students to the educational process and to propose solutions for an increased awareness on their part. The approach of this project is to include principles from the gamification theory in the recurring teaching activities and to propose simple and efficient management instruments by the teaching staff and the students as well.

1. *Documentation writing standards*

* Page Setup: Paper Size: A4;
* Cover Page (design to be discussed);
* Table of Contents - auto-generated (update using 1 button);
* Headings (used for documentation section titles, useful for auto-generating the Table of Contents):
  + Heading 1: font - Calibri, size 16;
  + Heading 2: font - Calibri, size 14;
  + Heading 3: font - Calibri, size 13.
* Paragraphs:
  + Font: Calibri, size 12;
  + Alignment: Justify (shortcut to justify a selected paragraph: ctrl+J);
  + No tab at the beginning of the paragraph;
  + Spaces between paragraphs;
  + (Just to make sure, after a comma ( , ) a space is used).
* Header’s contents are to be decided by us;
* Footer will contain the page’s number (auto-inserted);
* Open for suggestions.

1. *Brainstorming section*

Project name ideas – please add more:

* GameEduTech;
* FunEdu;
* LTP – Learn Through Playing;
* Learn4Fun;
* FLN – Fun Learning Network;
* ETKD – Education using Technology for Knowledge Development;

Other ideas:

1. *References*

* Add any bibliographical references/tutorials here.