

This week we attempted to “gamify” the learning process of Salesforce by essentially making the quiz taking process more appealing. Instead of staring at a black and white quiz page with questions and answers, students are taken into a visually appealing and fun world in which they can learn Salesforce in a more interactive manner. They will go through mazes, roller coasters, and so on from lesson to lesson.

For this project I primarily helped with organization and game design. I am not very experienced with Minecraft, so I decided I should help in other areas. To start I created an organizational document that has a basic document with a plan. In the document I broke down levels, who is working on what, what videos are going to what level, and so on. This document was shared as well, so others contributed. I also created a When2Meet in an attempt to get the class to all meet up over the weekend, but it only kind of worked. And finally I helped create questions about the videos we provided and put them into the game. Some question examples are:

- Salesforce is only for large businesses:
 - FALSE

In the game, the player would go a certain direction based on their answer. The class worked together by assigning tasks and everyone completing what they could and when. People who were more experienced with building in minecraft built out the levels, while others not so skilled created questions, talked with builders about design and layout, and so forth. The experience overall has been challenging but good. I wish we had been more organized and come up with a complete plan for everyone to follow. I think a meeting would have been good, so we could discuss the goal, assign jobs better, and so forth. But for what we did I think it is coming along nicely, however we might still need a little more time.