DEPAUL | School of Continuing and Professional Studies

Gamification for Workplace and Classroom Learning Undergraduate Course Information Guide

Course Number: CCA 223, 2 credits, 5 Weeks
Delivery Formats: Online Async

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Course Description

This course will focus on introducing students to the various ways in which games are used to educate, train, and motivate people towards non-game goals. Students will learn the basic principles of how gamification works, analyze examples of gamification in practice, learn various tools for creating a gamified experience, and design a gamified training exercise for adult learners.

This course is ideal for undergraduate students who have interest in game design, activity design, or a general curiosity around gamification.

Learning Outcomes

After completing this course, you will be able to:

• Explain the basic principles of gamification.

• Analyze gamified experiences with a critical lens.

• Utilize the Octalysis Framework.

• Design a Gamified Experience.

Learning Strategies and Resources

Students in this course will read articles, watch films, participate in online discussions, and create a final project to demonstrate their learning.

Required Readings

Books and learning materials are available at the DePaul bookstore, at http://depaul-loop.bncollege.com, or through alternative sources.

Actionable Gamification: Beyond Points, Badges and Leaderboards Paperback – April 14, 2015, by Yu-kai Chou, ISBN: 9781511744041.

Additional readings may be available on Electronic Reserve, at the DePaul Library. Login to Ares Course Reserves and select the course. Log in using your Campus Connect User ID and password. You will then get a page listing the courses in which you're enrolled that have readings posted in Ares. Click on the title of this course and the list of our electronic reserve readings will be displayed.

Learning Deliverables

Distribution of Grade Points

Graded Assignments	Percentage of Final Grade
Online Discussion	50%
Final Project Brainstorm	10%
Final Project	30%
Final Project Reflection	10%

Grading Scale

A = 95 to 100	A- = 91 to 94	B+ = 88 to 90
B = 85 to 87	B- = 81 to 84	C+ = 77 to 80
C = 73 to 76	C- = 69 to 72	D+ = 65 to 68
D = 61 to 64	F = 60 or below	INC

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Course Schedule

Week or Module Title or Theme	Readings / Learning Activities	Graded Assignments
Week 1, Module 1:	Chou Chapter 3 Videos: Jesse Shell DICE 2010	Introduction Discussion Jesse Schell DICE 2010 Discussion What is Octalysis? Discussion
Week 2, Module 2:	Chou Chapter 5 Videos: The Secure Developer Ep. #97 Gamification, Reward, and Empathy with Joshua Gamradt	Core Drive: Epic Meaning Discussion Final Project Brainstorm
Week 3, Module 3:	Chou Chapter 7	Boosters Discussion Project Development Plan
Week 4, Module 4:	Chou Chapter 14 (Substitution Video in Octalysis Prime) Videos: Lecture: Creative Process, Iteration, Feedback Loops	White Hat vs Black Hat Gamification Examples Discussion Final Project Check-in Discussion/Watercooler Idea Space
Week 5, Module 5:	Chou Chapter 15 Optional: Brigham, An Introduction to Gamification	Final Project (can be submitted as text, podcast, or video on Discussion Boards)

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Course Policies

For access to all SCPS and DePaul University academic policies, refer to the following links:

[SCPS Student Resources Website](#)

[DePaul Student Handbook](#)

The [D2L Course Website](#) for this course.

Course Syllabus

The official syllabus for this course that includes course dates, instructor information and quarter specific details will be provided by the course instructor by the start of the course and available on the course D2L website.

Course Registration

To find out when this course will be offered next, you can go to the [SCPS Registration website](#) for details on how to register for the course.

For information on how this course can apply to your program, contact your academic advisor.

School of Continuing and Professional Studies

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