

Gamification Worksheet

1. What is the **primary** learning outcome of the game or activity?
2. Who are your players? What do they know? What do they need to know?
3. What reflection questions will you use to guide discovery and discussion?
4. What objects will you use? How will those objects represent the subject?
5. What interactions could players have? What rules will facilitate those interactions?
6. What goals makes these interactions into, or part of, strategies for achieving those goals?
7. What are the dissimilarities between the learning outcome and the objects, interactions, strategies and goals identified?