

Gamification for Learning 3.3

Numbering and
pacing &
sequencing

Week 3, e-tivity 3.3



Title

Time to Play a Game!

Purpose

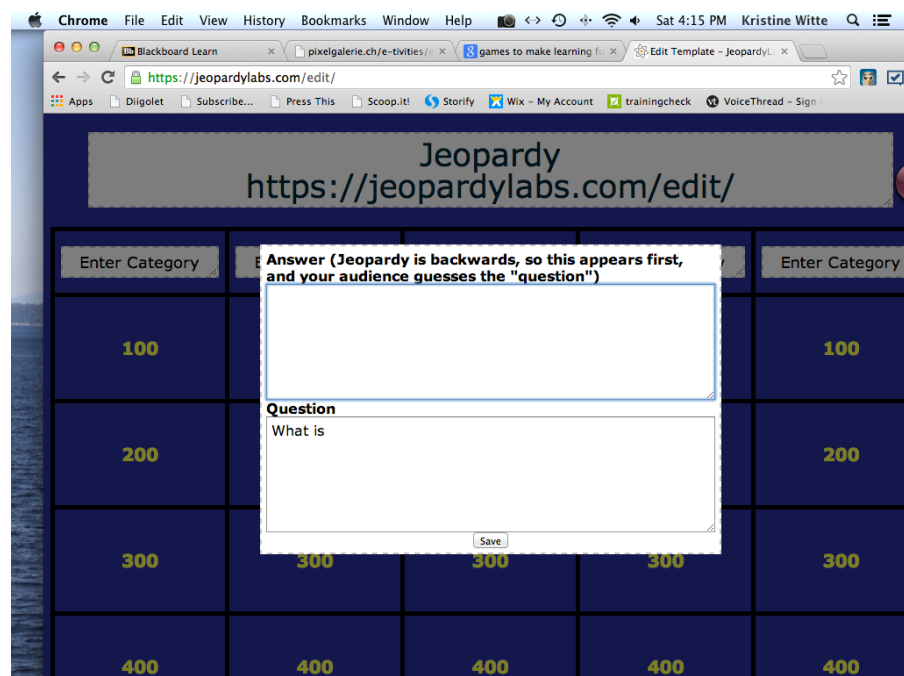
To use the gamification knowledge gathered in an online gaming format.

Brief summary of
overall task

You have gathered information about gamification. Now, test your knowledge in this game, Jeopardy.

Spark

Do games make learning fun?



Individual
contribution

Click on the Gamification Jeopardy link (here) and play the game. Post your score in the discussion or comment on this gaming experience.

Dialogue begins

View participant's posts and comment on at least 2 posts.

Resources

Hint: Use the gamification information resources shared by participants in the course wiki. [Click here for the wiki link.](#)

Schedule & time

Due Date: Monday week 3
Duration: Approximately 30 minutes

Next

Move on to e-tivity 4.1