

EME6227 : Game Strategies and Motivation

The Game Strategies and Motivation course teaches educators and staff trainers game design techniques and strategies that will motivate learners to engage in an instructional activity. A variety of gaming models and methods are examined, along with academic theories and psychological methods to support the game design applications. Students will then design games to take learners from the beginning of a complex topic and carefully navigate them through to academic mastery. In addition, students will explore how games can be evaluated for assessment goals.

Credits 3