

Game Based Learning – Faculty Learning Community Milestone Badge

Description

The Faculty Learning Community formed from the growing interest in game-based learning and gamification in higher education in general and on campus. FLC meetings will include open conversation about our interests in GBL, the challenges we face in integrating GBL, discussions of scholarship on GBL, presentations on GBL activities in our classes, and active participation in GBL.

Course Offering

The FLC will meet 6 times: 3 meetings in Fall and 2 meetings in Spring plus participation in the CTE Teaching & Learning Conference.

Completion Criteria

In order to receive a milestone badge for the course, the following deliverables must be completed:

- 1. Complete the requirements for the GBL microbadge:
 - Attend at least 2 meetings in the fall AND at least 2 meetings in the spring
 - Develop a blueprint for a game-based activity in the classroom and post your plan to Discussions with some description of the following components:
 - i. Objectives/goals/outcomes for activity
 - ii. Activities/assignment description
 - iii. Assessment of activity
- 2. Share scholarship relevant to your field at FLC / on D2L page.
- 3. Present on research in progress on game-based learning at the CTE Teaching & Learning Day or other conference.



4. Report on how you tried something new and how it worked out. This will include a reflection with assignments, rubrics, and student artifacts and/or comments (2-3 pgs.).

Milestone Badge

You can apply for the milestone badge by visiting the GGC Academic Commons, located at <u>http://commons.ggc.edu</u>. Once there. you can click on Badge Library menu item, and locate the Game Based Learning Faculty Learning Community milestone badge using the filters on the left of the page or the actual badge listings. Once you have located the badge and reviewed the criteria, you can click on the "Apply for Badge" button.

NOTE: Verification and badge application processing time will take 24-48 hours. Once the badge is awarded you can verify receipt by logging into the Academic Commons. Once logged in, you will receive a popup notice indicating a badge has been awarded.

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Completion of this course fulfills the requirements for the Game Based Learning Faculty Learning Community milestone badge. For full details on the requirements, please visit the Academic Commons web site at http://commons.ggc.edu and search for the Game Based Learning Faculty Learning Community milestone badge criteria sheet.