

LRNG 190 – Game-Based Learning

Description

The Game-Based Learning workshop is designed to help you understand the core essential elements of integrated cohesive learning.

Course Offering

Check the Center for Teaching Excellence website for details on when this course is being offered. This course is usually offered in the fall/spring.

Outcomes

Upon successful completion of the Game-Based Learning workshop, participants should be able to:

1. Understand the basics of game design.
2. Understand a typology for classifying Game-Based Learning experiences.
3. Understand Csikszentmihalyi’s concept of “flow.”
4. Understand how to use Bloom’s taxonomy to choose appropriate Game-Based learning opportunities.

Completion Criteria

1. Satisfactory completion of the online quiz

Micro badge

You can apply for the course badge by visiting the GGC Academic Commons, located at <http://commons.ggc.edu>. Once there, you can click on Badge Library menu item, and locate the TECH 200 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.

Faculty Foundations

Completion of this course fulfills the partial requirements for Faculty Foundations Track. For full details on the track requirements, please visit the CTE web site at <http://cte.ggc.edu>.

Version

- 1.2 – Revised (10/21/2016)
- 1.1 - Added URL for each track (9/16/2016)
- 1.0 – Initial version (7/25/2016)

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