Full Course Gamification Planning Worksheet

SECTION 1: GAME WORLD FOUNDATION

Course Narrative Framework

What overarching storyline or theme will connect the entire course?

_____

_____

Course Identity

Select a game structure that best fits your course content:

- ☐ Quest-based adventure

- ☐ Simulation/role-playing experience

- ☐ Civilization/empire building

- ☐ Puzzle-solving progression

- ☐ Competitive team challenge

- ☐ Collaborative mission

- ☐ Other: _____

Student Roles

How will students identify within the game world?

- ☐ Individual characters/avatars

- ☐ Team members with specialized roles

- ☐ Profession-based identities (researchers, problem solvers, etc.)

- ☐ Leaders/managers of systems or resources

- ☐ Other: _____

Describe how these roles connect to real-world professional skills:

_____

_____

_____

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SECTION 2: CURRICULUM MAPPING

Learning Objectives as Game Goals

Transform your course objectives into game achievements:

Learning Objective Game Achievement/Goal

Course Progression Structure

How will content be organized and unlocked?

- ☐ Linear progression (levels/chapters)

- ☐ Branching paths with prerequisites

- ☐ Open world with core and optional quests

- ☐ Achievement-based advancement

- ☐ Other: _____

Course Schedule Reimagined

Map your syllabus to game structure:

Week	Traditional Content	Gamified Element	Game Progression Point
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

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11			
12			
13			
14			
15			

SECTION 3: GAME MECHANICS DESIGN

Core Game Mechanics

What primary activities will students engage in?

- ☐ Resource collection/management
- ☐ Problem-solving challenges
- ☐ Content creation tasks
- ☐ Strategic decision-making
- ☐ Knowledge application scenarios
- ☐ Collaborative building/development
- ☐ Other: _____

Reward Systems

How will student achievement be recognized?

- ☐ Experience points (XP)
- ☐ Virtual currency
- ☐ Badges/achievements
- ☐ Level progression
- ☐ Unlockable content/privileges
- ☐ Leaderboards
- ☐ Other: _____

Feedback Loops

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How will students receive feedback on their performance?

_____

_____

Challenge Progression

How will difficulty increase as students advance?

_____

_____

_____

SECTION 4: ASSESSMENT TRANSFORMATION

Traditional Assessment Conversion

Transform traditional assessments into game elements:

Traditional Assessment Gamified Version Points/Rewards

Quizzes

Exams

Papers/Writing

Projects

Participation

Presentations

Grading System Transformation

How will game achievements translate to institutional grades?

_____

_____

Failure and Recovery Mechanics

How will students recover from setbacks? (Consider "extra lives," "respawn points," etc.)

_____

SECTION 5: TECHNOLOGY & RESOURCES

Implementation Platform

What technology will support your gamified course?

- ☐ Learning Management System (i.e. Blackboard)

- ☐ Dedicated gamification platform (specify: _____)

- ☐ Custom website/application

- ☐ Physical components with digital tracking

- ☐ Other: _____

Resource Requirements

What materials will you need to develop?

- ☐ Game rules/player handbook

- ☐ Character sheets/tracking documents

- ☐ Digital assets (badges, levels, etc.)

- ☐ Narrative content/storylines

- ☐ Challenge/quest descriptions

- ☐ Other: _____

Technical Support Needs

What support will you need to implement this system?

SECTION 6: ONBOARDING & MANAGEMENT

Student Orientation Plan

How will you introduce students to the game system?

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Time Management

Estimate development time for game elements:

 Game Element Development Hours Deadline

Game Management Plan

How will you track and manage student progress throughout the course?

SECTION 7: EVALUATION & ITERATION

Success Metrics

How will you measure the effectiveness of your gamified course?

- ☐ Student performance comparison with previous terms

- ☐ Engagement analytics

- ☐ Student satisfaction surveys

- ☐ Learning objective achievement

- ☐ Other: _____

Adaptation Strategy

How will you address issues that arise during implementation?

Future Expansion

How might you enhance the game in future course iterations?

REFLECTION QUESTIONS

1. How does your game design reinforce the core principles of your discipline?

2. What real-world parallel does your game create for students?

3. How does your game design accommodate different learning styles and abilities?

4. What specific motivation challenges does your game design address?

5. How will this gamified approach prepare students for non-gamified environments they'll encounter later?

NOTES & IDEAS

Use this space for additional thoughts, sketches, or game elements: