

## Partial Course Gamification Planning Worksheet

### SECTION 1: COURSE INTEGRATION PLANNING

#### Course Element Selection

*Which specific elements of your course will be gamified? (Check all that apply)*

- ☐ Assessment components (exams, quizzes)
- ☐ Assignment structure
- ☐ Content delivery
- ☐ Participation/attendance
- ☐ Group/project work
- ☐ Lab/practical components
- ☐ Other: \_\_\_\_\_

#### Course Balance Analysis

*What percentage of the total course will be gamified? \_\_\_\_\_%*

*What elements will remain traditional/non-gamified?*

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#### Course Timeline

*Map when gamified elements will occur throughout the term:*

Week	Traditional Components	Gamified Components
1-2		
3-4		
5-6		
7-8		
9-10		
11-12		
13-14		

## Partial Course Gamification Planning Worksheet

15-16		
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### SECTION 2: GAMIFICATION STRATEGY

#### Learning Objectives Alignment

*What specific learning objectives will gamified elements address?*

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_

#### Gamification Approach

*Select primary game elements you'll incorporate:*

- ☐ Points/XP system
- ☐ Levels/progression tracks
- ☐ Badges/achievements
- ☐ Leaderboards
- ☐ Narrative/storyline
- ☐ Character development
- ☐ Quests/missions
- ☐ Resource management
- ☐ Team-based challenges
- ☐ Other: \_\_\_\_\_

#### Transition Strategy

*How will you help students navigate between gamified and traditional components?*

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### SECTION 3: GAMIFIED COMPONENT DESIGN

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**Component #1:** \_\_\_\_\_

**Traditional Approach:**

*How is this typically structured in your course?*

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**Gamified Redesign:**

*How will you transform this component?*

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**Connection Points:**

*How will this connect to non-gamified course elements?*

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**Component #2:** \_\_\_\_\_

**Traditional Approach:**

*How is this typically structured in your course?*

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**Gamified Redesign:**

*How will you transform this component?*

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**Connection Points:**

*How will this connect to non-gamified course elements?*

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**Component #3:** \_\_\_\_\_

**Traditional Approach:**

*How is this typically structured in your course?*

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**Gamified Redesign:**

*How will you transform this component?*

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**Connection Points:**

*How will this connect to non-gamified course elements?*

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### SECTION 4: ASSESSMENT INTEGRATION

#### Grading System Alignment

*How will gamified elements translate to traditional grading requirements?*

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#### Progress Tracking

*How will students monitor their progress across both gamified and traditional components?*

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#### Learning Continuity

*How will knowledge gained in gamified components transfer to traditional assessments (or vice versa)?*

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### SECTION 5: IMPLEMENTATION PLANNING

#### Technical Requirements

*What tools or platforms will you need for gamified components?*

- ☐ Learning Management System customizations
- ☐ Additional software/apps
- ☐ Physical materials/components
- ☐ Tracking mechanisms
- ☐ Other: \_\_\_\_\_

#### Student Orientation

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*How will you introduce and explain the hybrid structure to students?*

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### Timeline for Development

*Work backward from implementation:*

Timeframe	Development Tasks
3+ months before	
2 months before	
1 month before	
2 weeks before	
First week of class	

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## SECTION 6: POTENTIAL CHALLENGES

### Student Engagement Considerations

*How will you maintain engagement during transitions between gamified and traditional components?*

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### Workload Management

*How will you balance the development effort with existing course responsibilities?*

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### Contingency Planning

*What backup plans will you have if gamified elements need adjustment mid-course?*

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### REFLECTION QUESTIONS

1. How might partial gamification create more engaging access points to difficult course material?
  2. What signals will indicate that the gamified components are effectively supporting learning objectives?
  3. How will you ensure students don't perceive non-gamified elements as less important or engaging?
  4. What opportunities exist to gather student feedback about the hybrid approach?
  5. How might this partial approach evolve in future course iterations?
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### NOTES & IDEAS

*Use this space for additional thoughts:*

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