



GAMIFICATION OF A FULL UNIVERSITY COURSE

UNIVERSITY:

University of Glasgow

DATE:

8th March, 2022

▶ **12:00 - 13.00 CET**

LANGUAGE:

German or English

TARGET GROUP:

Teachers: 12 up to 15

ONLINE PLATFORMS:

Zoom, Figshare, potentially Padlet

FACILITATOR:

Dr. Nathalie TASLER

Lecturer in Academic and Digital Development.

My background is Erziehungswissenschaften (Sciences of Education).

My current focus is the Scholarship of Teaching and Learning (SoTL). I have a strong background in Creative Learning and Teaching and Culture Education. I have volunteered and worked in the education sector for over 25 years, initially, in museums and culture education and, for the last 15 years, predominantly in Higher Education.

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<https://acdevadventures.blog/@drntasler>

Registration link

BRIEF DESCRIPTION:

This is an interactive workshop; the participants are encouraged to come prepared either with a whole course or a session they want to gamify.

- ▲ I will explain how I gamified a whole 20 credit research methods in the education course, and introduce the discipline agnostic materials that can be applied to any 10 or 20 credit course or can be adapted to be used for a single session (workshop, seminar, lecture).
- ▲ We will go through a peer-supported design activity with the aim for the participants to have the initial structure for a course, or a complete session (workshop, seminar, lecture, etc) prepared.
- ▲ When registering for the workshop please indicate which one you are interested to gamify - a whole course or a session - so I can prepare the different peer groups.
- ▲ If this is too praxis focussed, I am also happy to simply run colleagues through the process and material and answer questions.

AVAILABLE RESOURCES:

Gamification Templates and Resources (figshare.com)