The School of Education and Professional Studies
Seminar Series: "Disciplined Inquiry in Education"

Presentation Entitled: Introduction to Gamification in Education

Presenter: Dr. Tony Betrus, Department of Computer Science, Organizational Leadership and Technology

Date: February 22, 2012
Time: 12:00 noon
Where: 300 Satterlee Hall

Abstract:
Gamification is a term used to describe the addition of game attributes--such as points, badges, and levels--to non-game processes. "Gamification of Education" is the application of these game attributes to educational environments. The emphasis of this presentation will be to help participants weigh the pros and cons of adding game elements to their courses.