

EDUCATIONAL GAME AND GAMIFICATION

1	Course Title:	EDUCATIONAL GAME AND GAMIFICATION	
2	Course Code:	BIL0004	
3	Type of Course:	Optional	
4	Level of Course:	First Cycle	
5	Year of Study:	2	
6	Semester:	3	
7	ECTS Credits Allocated:	4.00	
8	Theoretical (hour/week):	2.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:	None	
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Doç. Dr. SALİH BİRİŞÇİ	
15	Course Lecturers:		
16	Contact information of the Course Coordinator:	Dr. Öğr. Üyesi Salih BİRİŞÇİ salihbirisci@uludag.edu.tr	
17	Website:		
18	Objective of the Course:	It is the ability of students to gain a perspective on the use of games for educational purposes and to design games for educational purposes. To know the basic concepts and history of games and gamification; performing gamification applications for educational environments.	
19	Contribution of the Course to Professional Development:	To be able to discuss the effect of gamification on the teaching process and to be able to design gamification for both in-class and online learning environments.	
20	Learning Outcomes:		
		1	Knows the concepts of game and gamification.
		2	Explain the psychological and behavioral theories of to the game.
		3	Explain the types of games, players, awards and entertainment.
		4	Explain the main differences between game-based learning and gamification.
		5	Explain gamification models.
		6	Creates a gamification design.
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21	Course Content:		
		Course Content:	
Week	Theoretical	Practice	
1	Introduction and planning.		
2	Basic concepts, historical development and approaches of the game		

3	Use of educational games in education; Effects of games on educational outcomes	
4	Teacher and student roles in educational games	
5	Digital game technology, types, use in education	
6	Gamification and gamification models (Werbach-Octalysis)	
7	Behavior cycles and models; individual and group games	
8	Types of players, rewards and entertainment	
9	Game elements; Game mechanics, Gamification measures - Sample game applications	
10	Game elements; Game mechanics, Gamification measures - Sample game applications	
11	Design process in gamification: Schank's "Goal-Based Scenario" theory: theory and practice	
12	Gamification elements and pedagogical roles	
13	Gamification strategies	
14	Students' gamification design	

22	Textbooks, References and/or Other Materials	• Eğitsel Dijital Oyunlar, Editör: Mehmet Akif Ocak, Pegem Akademi		
Activites		Number	Duration (hour)	Total Work Load (hour)
TERM LEARNING ACTIVITIES		NUMBER	WEIGHT	
Theoretical		14	2.00	28.00
Practicals/Labs		0	0.00	0.00
Self study and preperation	0	0.00	1.00	14.00
Homeworks		1	14.00	14.00
Final Exam	1	40.00	28.00	28.00
Field Studies		0	0.00	0.00
Contribution of Term (Year) Learning Activities to Success Grade		60.00	16.00	16.00
Others		1	2.00	2.00
Contribution of Final Exam to Success Grade		40.00	12.00	12.00
Total Work Load				114.00
Measurement and Evaluation Techniques Used in the Course		Within the scope of measurement and evaluation activities		
ECTS Credit of the Course				4.00

24	ECTS / WORK LOAD TABLE
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25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	3	3	4	4	3	4	4	4	4	4	4	3	3	4	4	4
ÖK2	3	3	4	4	4	4	4	4	4	4	4	4	3	4	4	4
ÖK3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
ÖK4	4	3	4	4	4	4	4	4	3	4	4	4	4	3	4	4

ÖK5	3	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
ÖK6	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4	4
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low		2 low		3 Medium		4 High		5 Very High							