Sample Syllabus/Schedule for Gamified EDU 4590, prepared for Colleague Development Day January 5, 2017 Jiawen Wang and Russell Davidson

	Modules	Due	Raw Points	Details	Weights (%)	Unlock
1	**Attendance**	**Ongoing; log in before class.**	140	10 points/week x 14 weeks; Note: 1% bonus for full attendance; less than 130 points is not qualified for A.	5	
2	**Participation**	**Ongoing,**	50	10 points/3 weeks x 15 weeks; Note: Top 2 also win 0.5% bonus points each time. Peer-review.	10	
3	**Weekly Reflection Journal**	**Ongoing; before class every next week.**	112	8 points/week x 14 weeks	10	
4	**Demonstration of Digital Scholarly Community Membership**	**See Unlock. But before 11:59pm December 8**	10		5	After Module T4.
5	**Teaching Statement 1 (prior to tech consideration)**	**Sept. 22**	10		5	
6	**Teaching Statement 2 (focusing on tech integration)**	**See Unlock. But before 11:59pm December 8**	10		5	After 80 points achieved in Module 9
7	**GLCA Online Teaching Video Observation Report**	**11:59pm December 8**	10		5	
8	**Reading Discussion and Presentation**	**one for each month 9-11; one from each reading sources; resubmission allowed**	24	8 points/each demo X 3 (The number of readings may vary)	10	

9	**Technology Integration Demonstration**		150	5 projects of your own choice (see below) X 30 points each. Peer-review on each below.	45
	Creative/Educational use of Word, PPT or Excel	**Week 4 or 5 or 6**	T1		
	Smartboard	**Week 7 or 8**	T2		
	Audio recording and editing (Audacity or your choice)or Video recording and editing (Microsoft Movie Maker)	**Week 9 or 10 or 11**	T3		
	Personal educational website				
	Web 2.0: Wiki, blog, or Twitter	**Week 9 -14**	T4	Required.	
	Concept mapping tools	**Week 10-11**	T5		
	Geocaching or Pokemon Go				
	Gaming and virtual reality	**Week 9-14**	T6		
	Exploration of Google or Office 365 products	**Week 11-12**	T7		
	Your choice with approval				
	Bonus	1-5%		Providing constructive comments in course evaluation at the end of the semester 1%; full attendance 1% (badge available); participation top 2: 0.5-1.5% (badge available); additional work on 8 or 9: 0.5% each product (requirements may be modified if no class time is available for presentation);badge may also be available for Top 1 of any Technology Demonstrations selected by 5 or more people, and two badges may be used to redeem 1% bonus. Extra-curriculum or off-campus technology-related conference or workshop may also be used to claim 1% bonus each.	

Note. The total scores may vary depending on the changes in the number of assignments to be given throughout the semester. But the range of scores according to which grades are going to be assigned will be determined by referring to the following percentage equivalents.