



# Instructional Gaming

Karl Kapp

## Description

Instructional gaming means bringing game elements into the classroom to engage learners and immerse them in the right context for learning. This process is known as “Gamification” which is using game-based mechanics, aesthetics and game thinking to engage people, motivate action, promote learning, and solve problems.

## There are seven gamification items that can apply to the classroom

1. Provide a Challenge
2. Tell a Story
3. Provide Immediate/Useful Feedback
4. Award Experience Points
5. Strategy Guides
6. Appeal to All Player Types
7. Add Cooperation and Competition

## Interesting and Relevant Resources:

### Presenter's Blog

Kapp Notes: <http://www.kaplaneduneering.com/kappnotes/>

### Books

**The Gamification of Learning and Instruction: Game-based Methods and Strategies for Learning and Instruction** by Karl M. Kapp (Published Spring 2012)

**Gadgets, Games and Gizmos for Learning: Tools and Techniques for Transferring Know-How from Boomers to Gamers** by Karl M. Kapp (2007)

**Learning in 3D: Adding a New Dimension to Enterprise Learning and Collaboration** by Karl M. Kapp and Tony O'Driscoll (2010)

### Software Resources

Educational Games at

Edheads: [www.edheads.org](http://www.edheads.org)

Game/Simulation Creation Software at

Thinking Worlds: [www.thinkingworlds.com](http://www.thinkingworlds.com)

Unity 3D: [www.unity3d.com](http://www.unity3d.com)

### Presenter Contact Information

**Karl Kapp**, Professor of Instructional Technology, Bloomsburg University, Bloomsburg, PA  
[kkapp@bloomu.edu](mailto:kkapp@bloomu.edu)

### Webinar Recording and Slides

Search NetWorks Digital Library at [www.matecnetworks.org](http://www.matecnetworks.org), Keyword Search: “**Instructional Gaming**”