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The Gamification Roadmap Checklist

Understand that gamification is not applying only game elements to a course for fun but that it is a process to motivate for behavioral change. It doesn't mean only utilizing points/leaderboards/badges and calling it a day, it doesn't mean making a game. We need to provide meaningful outcomes and objective to encourage change.

Identify goals:

Define Measurable objectives:

Who are you designing this concept for? What will motivate them? What do I want them to discover as a learning outcome?



Choose one idea which encompasses all the outcomes:

Enhance the learning

Incorporate a motto or theme for the motivation.

Enhance the learning by creating analogies, activities, learning examples, create a story, etc. Will you use teams?



Delivery Methods:

Your teaching/delivery methods, storyboarding the ideas, designed interactivity, job aids, activities, eLearning, lecture, etc.

Establish Purpose, be clear, prioritize, and your environment should reflect the purpose.



Apply learned game mechanics and the elements to motivate them:

Utilize game mechanics to keep your students engaged that will best fit with the goals and learning methods you identify above.



Measure success:

Revisit your analysis of your learners from earlier and identify what motivates them and what they will find entertaining. Measure the performance and see what works well or does not work well. Adjust and revisit!

