

**SELF-
PACED**



DISTANCE GAMIFICATION

SEP. 7 - NOV. 15
STREAMING CLASSES

MORE INFO / TO REGISTER
(575) 692.3430 cromero@nmmc.edu

Distance Gamification is an online course designed for anyone hoping to better engage and/or educate an internet audience.

Participants learn how to implement gamified training strategies by “playing” their way through resilience-boosting quests that include free films, readings, and online learning games. Although the quests are self-paced there will be periodic deadlines to ensure opportunities for asynchronous discussion, collaboration and feedback.

This course looks beyond typical gamification

gimmicks like leaderboards, points, and badges to the motivation strategies employed by game design experts. Upon completion, students will have created a universally engaging game-like quest for a topic of their choice.

This is an online course. Students will be working from home, and will need a laptop, desktop, tablet or Chromebook with internet access.

Instructor: Jeremy Royster
Minimum 5 participants • Unlimited max
\$100