Course Syllabus

Code - Course Title	**EPÖ527 - Gamification in Education**
Course Type	II. SEMESTER
Laboratory + Practice	3+0
ECTS	**6.0**
Language of Instruction	Türkçe
Course Type	Elective Courses
Course Instructor(s)	DR. ÖĞR. ÜYESİ YAPRAK ALAGÖZ HAMZAJ

Mode of Delivery	Face to face
Prerequisites	There is no prerequisite or co-requisite for this course.
Recommended Resources	Huizinga, J. (1955). Homo Ludens: A study of the play element in culture. Boston: The Beacon Press.Kapp, K. M. (2012). The gamification of learning and instruction: game-based methods and strategies for training and education. San Francisco, CA: Pfeieffer.Werbach, K. ve Hunter, D. (2015). The gamification toolkit: dynamics, mechanics, and components for the win. Pennsylvania: University of Pennsylvania Press.Yılmaz, E. A. (2020). Eğitimde oyunlaştırma. İstanbul: Epsilon Yayınevi.Zichermann, G. ve Cunningham, C. (2011). Gamification by design: Implementing game mechanics in web and mobile apps. ABD: O'Reilly Media, Inc.

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction of the course, the concept of gamification, other concepts related to gamification	
Week - 2		General features of gaming and gamification	
Week - 3		Game elements used in gamification	
Week - 4		Uses of gamification and the need for gamification in education	
Week - 5		Gamification design process, gamification design models and stages	
Week - 6		Gamification design process, gamification design models and stages	
Week - 7		Web 2.0 tools that can be used in gamification	
Week - 8		The use of various technologies in gamification in education	
Week - 9		Elements to be considered in the gamification design process in education	
Week - 10		Examination and analysis of gamification examples in education	
Week - 11		Designing gamification in education: determining the content to be gamified and developing the idea of gamification	
Week - 12		Designing gamification in education: determining the elements to be used and completing the design	

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 13		Presenting and discussing the gamification designs	
Week - 14		Evaluation and closing of the class	

Learning Outcomes

#	Learning Outcome
1	□ Will be able to explain the concept of gamification □ Will be able to explain the usage areas of gamification □ Will be able to discuss the use of gamification in education □ Will be able to explain the features of games and gamification in education □ Will be able to explain the game elements □ Will be able to discuss gamification design models and stages □ Will be able to give examples of web 2.0 tools that can be used in the gamification process in education □ Will be able to explain various technologies that can be used in the gamification process in education □ Will be able to analyze gamification examples in education □ Will be able to design an educational gamification process

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.