



Department of Psychology Colloquium

Gamification: Game On or Time Out?

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Innovative Learning Group



4:00 p.m., Friday, November 21, 2014
1728 Wood Hall

The gamification hype has arrived! So how do you build credibility, and create learning and performance improvement solutions that have the correct balance of instructional integrity and engagement? When is the right time to use gamification? Project Manager and Instructional Designer Mike Blahnik will explain in this entertaining session. Game on? Or time out?