Extensive Course Gamification: an adaptable tool for all course levels and for multiple teaching and learning modalities.

Lorenzo Brancaleon, College of Sciences, All Teaching Modalities

**Intended Target Population**
Extensive gamification can be applied to all students populations.
In this case it was used in undergraduate courses.
With some modifications gamification was applied to both introductory level and upper level courses

**Applicable Settings for Technique**
Have employed extensive gamification to classes of different formats.
- Online
- Hybrid
- Face-to-face
For each class and each level the gamification structure can be changed.
A new game can be implemented in each semester

**Active Learning Technique Explanation/Learning Curve**
- **Leaderboard**: advancing in the leaderboard provides benefits to be applied to the course such as bonus points, exam re-take, etc.

- **Innovation**: points can be earned individually or as a group. Leaderboard decides the theme of the game

- **Badges**: completing certain tasks or reaching a certain number of points in the leaderboard releases badges.

- **Innovation**: badges are not simple token but are documents that include information relevant to the course.

- **Strategies**: students have to decided how they want to apply the game points

- **Innovation**: points can be shared among individuals to optimize the strategies.

**Active Learning Techniques**
- Interactive videos (earn points and badges)
- Interactive simulations and self reflections
- Surveys
- Padlet: Muddiest Point

**Student Response**