



AAA 109

It's all a...

Game of Life

Agenda

- Why game based learning
- Game of Life
- Syllabus
- Rubrics
- Grading
- D2L Course
- Technical issues
- Questions

Why Game Based Learning?

- Initial Idea
- Skills Students are learning from Games

Game of Life

- The game portion of this course is based on the Game of Life board game.
- Students will make important decisions and complete tasks that will determine their futures.

Expected Outcomes

- Student and Knowledge Retention
- Student Engagement
- Feedback - check the site as students

Syllabus

- Syllabus will look the same
- Copy available on Faculty Resource Website

Rubrics

- What's in the Rubrics

Grading

- The whole course is worth 1000 points, with each level being worth 100 points.
- The points are determined as follows:
 - 20 points: class participation
 - 20 points: weekly assignment 1
 - 20 points: weekly assignment 2
 - 20 points: activity 1 within the game
 - 20 points: activity 2 within the game

D2L Course

- No need to edit the course!
- If something needs to be changed, please contact the editing team: Naomi, Angie, and Robi.
- Don't be shy to contact us!!

Managing the Course

- Weekly do to lists
- Grading and News

Technical Support

- 1st contact - Naomi Wahls
nwahls@gmail.com or text 720-308-0867
- 2nd contact - Angie Generose
Angela.Generose@ccd.edu or text 303-594-8477
- 3rd contact - Robi Calderaro
roberta.calderaro@ccd.edu or text 303 589 9153
- Will respond within 24 - 48 hrs.

Questions

- Content questions?
- Game questions?
- Other questions?