



Course syllabus

School of Business and Economics
Department of Management

2FE75U Gamification i högre utbildning, 7,5 högskolepoäng
Gamification in higher education, 7.5 credits

Main field of study

Business Administration

Subject

Business Administration

Level

First cycle

Progression

G2F

Date of Ratification

Approved 2024-03-11.

The course syllabus is valid from spring semester 2024.

Prerequisites

Bachelor's degree in Business Administration, Economics or in another social science or natural science main field of study, or the equivalent.

Objectives

After completing the course, participants should be able to:

- define and explain the opportunities and risks of gamification, as well as the game element hierarchy
- analyse and explain gamification in terms of behaviour and personality, its connection to pedagogy, didactics, and methodology, ethical considerations, differences and similarities between gamification and reward systems, game-based learning, and serious games
- apply and justify gamification theories in teaching

- independently apply and tailor their own higher education course to gamification.

Content

The course covers:

- definitions of gamification and the use of gamification
- game mechanics
- creating a gamification
- digital solutions as the foundation of gamification
- teacher benefits, teaching approaches, and teacher expectations in higher education
- pedagogy, didactics, and methodology
- learning styles
- player types
- intrinsic and extrinsic motivation
- the significance of rewards
- processes (for creating and using gamification)
- a holistic view and context, i.e., a systems perspective.

Examination

The course is assessed with the grades A, B, C, D, E or F.

The course is examined through four individual reports about an own application of gamification in higher education, 1.5, 1.5, 1.5 and 3 credits.

The grade A constitutes the highest grade on the scale and the remaining grades follow in descending order where the grade E is the lowest grade on the scale that will result in a pass. The grade F means that the participant's performance is assessed as fail.

Resit examination is offered in accordance with Linnaeus University's Local regulations for courses and examination at the first- and second-cycle levels.

In the event that a participant with a disability is entitled to special study support, the examiner will decide on adapted or alternative examination arrangements.

Required Reading and Additional Study Material

Kumar, J. & Herger, M. (2013). *Gamification at Work: Designing Engaging Business Software*. Århus Danmark: The Interaction Design Foundation. 168 pages.

Additional study material

Scientific articles. About 300-500 pages.

Reference literature

Ahlin, A. & Marcusson, L. (2017). *Att arbeta med processer*. Lund: Studentlitteratur. 168 sidor.

Allmer, H. & Marcusson, L. (2022). *Storytelling – Strukturerat berättande från lägerelden till det digitala rummet*. Lund: Studentlitteratur. 212 pages.