



UNIVERSITY OF MINNESOTA CROOKSTON
Driven to DiscoverSM

Using a Gamification Model to Enhance Student's Learning Experience

Miller, A. C. Business Department, University of Minnesota Crookston

Whatever Gamification in education is, it is all over the interweb. A recent search yielded 39,600,000 results. I am aware of multiple UMC faculty members practicing Gamification whether they know it or not.

Topics:

- What is gamification?
- My presentation will present an early published Gamification Model that supports seven key benefits of Gamification.
- Development and deployment of simulation as a prime Gamification tool used in business schools and corporate training.
- A sample of student feedback.
- Evidence of success and an alternative to institutional “assessment” derived from analysis of a learning curve.

<https://absel-ojs-ttu.tdl.org/absel/index.php/absel/article/view/40>