

# The Gamified Online Course: Lessons Learned from a Quest-Based Course

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## IN THIS SESSION

- QBL Defined
- Educator Insights
- Practical Strategies



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“Quest-based learning (QBL) is a choice-driven approach that integrates game elements in a gamified or game-based learning environment.”

(Snelson, 2022, p. 66)



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# Apply Choice-Driven Approach

Benefits	Challenges
Flexible options	Extra work to develop options
Differentiated curriculum	Students on different activities
Interest driven	Requires good time management





# Integrate Game Elements

Benefits	Challenges
Motivating	Not for everyone
Engaging curriculum	Choice of appropriate game elements
Fun and interactive	May be dismissed as trivial by some



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## Make it Happen Online

Benefits	Challenges
Integrated as part of online course	Limits of LMS technologies for gamification
Many more options for gamification	Time needed to learn new tech
Collect data on learning	Privacy and ethical data use



# QUEST-BASED LEARNING DESIGN

Online course  
using gamified  
QBL approach.

Implemented in a  
Canvas LMS.



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## STORYLINE

Students are part of a team of experts racing the clock to recreate a lost curriculum for future Mars colonists.



Photo by Mike Kiev on Unsplash



# MISSIONS

Complete secret missions and quests toward the goal of developing QBL prototypes.





## XP GRADING

Complete choice  
of quests per  
mission.

Earn XP  
(Experience Points)  
for grade.

More difficult  
quests = higher XP.





# QUEST TYPES

Community

Theorycrafting

Playtesting

Crafting

Design



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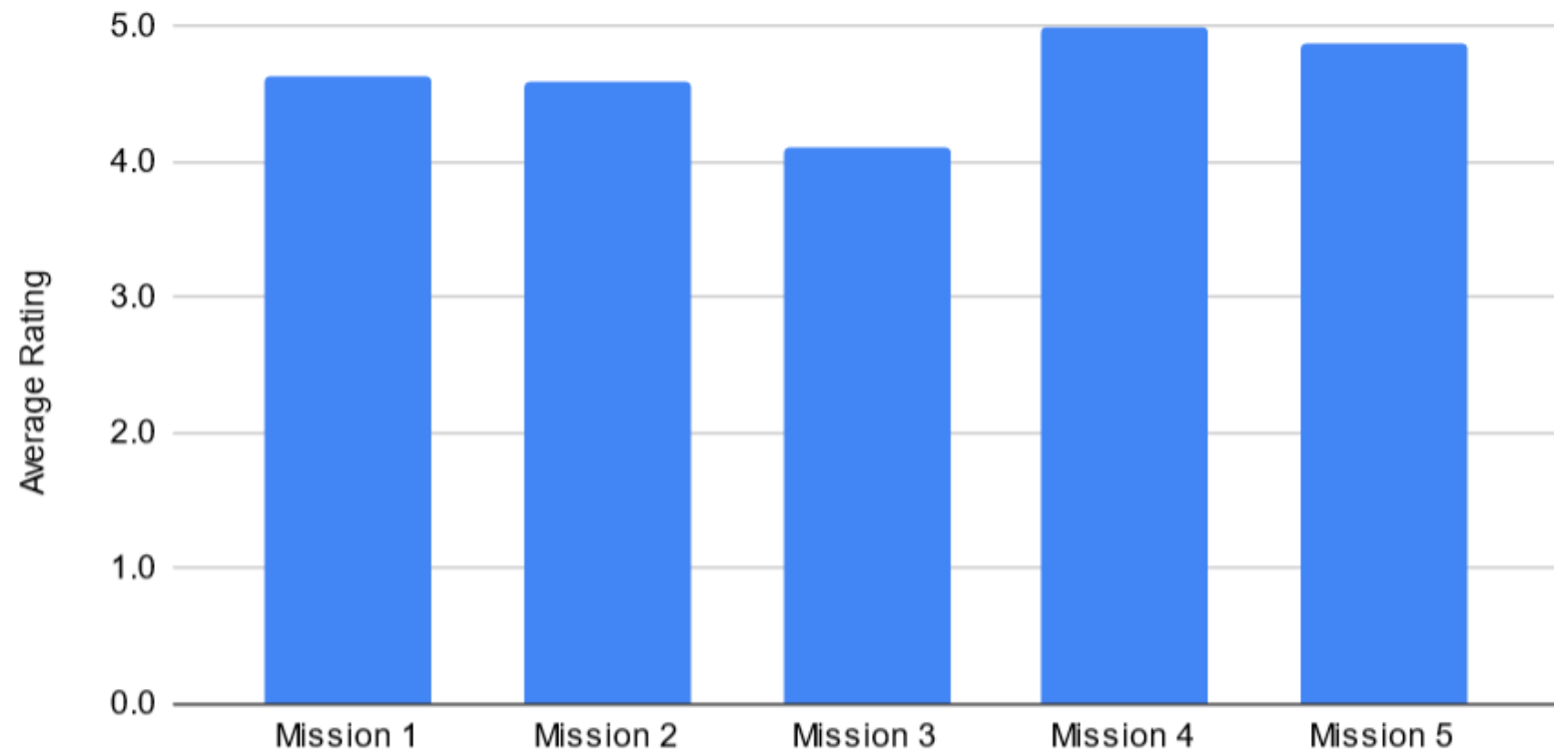
# FEEDBACK

Mission ratings

1 = low

5 = high

Comments



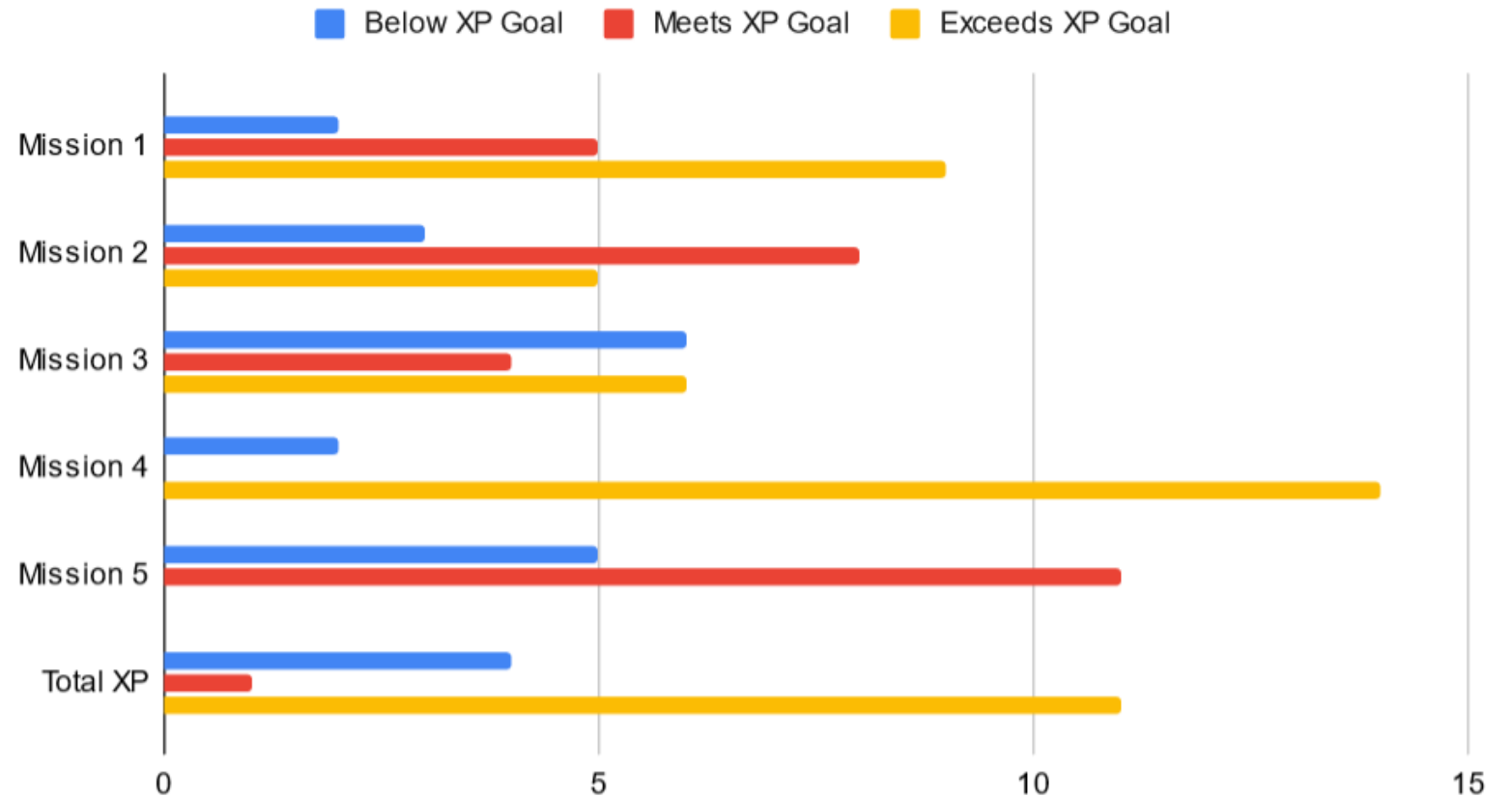


# COMPLETION

Below XP goal

Meets XP goal

Exceeds XP goal



## LEAST FAVORITE

Writing  
assignments

Limited interaction

Not connected to  
the storyline



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## MOST FAVORITE

Role play

Discussion

Crafting/design

Crowdsourcing



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# Key Takeaways

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## PROS

Fun to develop

More tech tools available

Student perception positive

Gamers get the mechanics

Motivating and engaging

## CONS

Higher workload

Concerns about student data

Some students less convinced

Non-gamers can be confused

Perceived as less serious



# References

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Questions?



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