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THE MULTIPLAYER CLASSROOM: DESIGNING COURSEWORK AS A GAME is your detailed guide to designing any structured learning experience as a game. Written for professional educators or those learning to be educators, here are the tools to engage and excite students by using principles learned in the development of popular video games.

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The Multiplayer Classroom: Designing Coursework as a Game ...

The Multiplayer Classroom: Designing Coursework as a Game by Sheldon, Lee 1st (first) (2011) Hardcover Paperback – January 1, 2011 by Lee Sheldon (Author) (Author) 4.1 out of 5 stars 51 ratings

The Multiplayer Classroom: Designing Coursework as a Game ...

The forthcoming CRC Press companion book, The Multiplayer Classroom: Game Plans, will feature fully annotated design documents from his more ambitious multiplayer and alternate reality games including the first online multiplayer classroom. Other games covered teach physical fitness, Mandarin and Chinese Culture and cybersecurity, a game where students must defend their university against attacks originating on the dark web.

The Multiplayer Classroom: Designing Coursework as a Game ...

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The Multiplayer Classroom: Designing Coursework as a Game

His most recent book from Course Technology PTR is The Multiplayer Classroom: Designing Coursework as a Game. Lee began his academic career at Indiana University, where he instituted the practice...

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Discover how to engage your students and raise their grades and attendance in your classroom. THE MULTIPLAYER CLASSROOM: DESIGNING COURSEWORK AS A GAME is your detailed guide to designing any structured learning experience as a game. Written for professional educators or those learning to be educators, here are the tools to engage and excite students by using principles learned in the development of popular video games.

The Multiplayer Classroom | Guide books

ISBN: 1435458451 9781435458451: OCLC Number: 740894868: Description: 1 online resource (xx, 284 pages) : illustrations, map: Contents: "Good morning. You all have an F" --Games in the classroom --Theory and practice of game design syllabi --Theory and practice of game design class --Case history 1: Marked Tree High School --Multiplayer game design syllabi --Multiplayer game design class --Case ...

The multiplayer classroom : designing coursework as a game ...

The Multiplayer Classroom - Designing Coursework as a Game pdf | 76.44 MB English | Lee Sheldon; | B085RJ81QN | 2020 Go beyond gamification's badges and leaderboards with the new edition of the book, first published in 2011, that helped transform education.

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The Multiplayer Classroom - Designing Coursework as a Game

Professor Sheldon's pursuit of integrating a game experience

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into the classroom resulted in a book, *The Multiplayer Classroom: Designing Coursework as a Game*, which has guided hundreds of educators to design their courses as games.

Implementing a Multiplayer Classroom: Results from ...

The *Multiplayer Classroom: Designing Coursework as a Game*. Hi Everybody, here's a brief update on the new edition of the book. There are eight new case histories being written. These should all be interesting and reflect a more global perspective on multiplayer classrooms than the first edition.

The Multiplayer Classroom: Designing Coursework as a Game ...

The *Multiplayer Classroom: Designing Coursework as a Game* is written by Lee Sheldon, an associate professor and multiplayer online game designer who was a script writer for TV shows such as *Charlie's Angels* and *Star Trek: The Next Generation*.

Elon Technology Blog / Book Review: The Multiplayer ...

The *Multiplayer Classroom: Designing Coursework as a Game* by Lee Sheldon starting at \$13.35. The *Multiplayer Classroom: Designing Coursework as a Game* has 1 available editions to buy at Half Price Books Marketplace

The Multiplayer Classroom: Designing Coursework as a Game ...

The *Multiplayer Classroom Designing Coursework as a Game 2nd Edition* by Lee Sheldon and Publisher CRC Press. Save up to 80% by choosing the eTextbook option for ISBN: 9781000039122, 1000039129. The print version of this textbook is ISBN: 9780429285035, 0429285035.

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Multiplayer Classroom: Designing Coursework as a Game [16]. Here, Sheldon reports that the gamification of his class on multiplayer game design at Indiana University at Bloomington in 2010 was a success, with the average grade jumping a full letter grade from the previous year [10].

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Analysis of Gamification in Education

He is the author of a mystery novel, Impossible Bliss, and two non-fiction books, The Multiplayer Classroom: Designing Coursework as a Game, released in 2009 by CRC Press and Character Development and Storytelling for Games released in its second edition in 2013 by Course Technology.

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