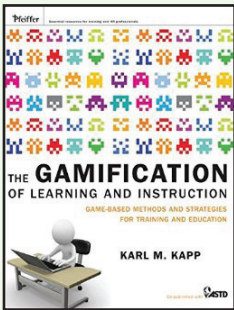


Gamify Your Class

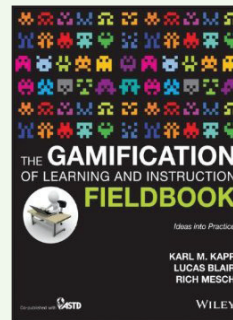
Key Books to Get You Started



The Gamification of Learning and Instruction:

Game-based Methods and Strategies for Training and Education

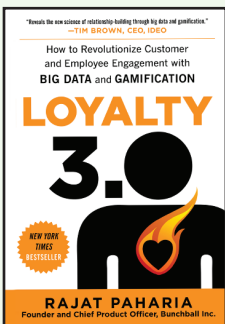
Fantastic book that covers gamification from start to finish. Very comprehensive. The best I have read to date.



The Gamification of Learning and Instruction Fieldbook:

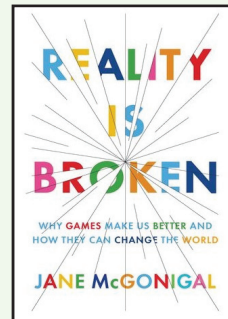
Ideas into Practice
Paperback

Put the theories and frameworks from Knapp's first book into place with these real world ideas for the classroom.



Loyalty 3.0: How to Revolutionize Customer and Employee Engagement with Big Data and Gamification

Another great title. There is an emphasis on implementing gamification in business, but still a fantastic book.



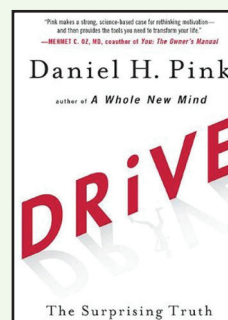
Reality Is Broken: Why Games Make Us Better and How They Can Change the World

Great book on how and why we play games. It's the first of the books on this list I read and its a great jumping off point.



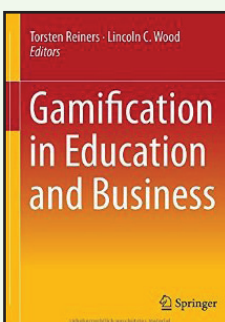
Rules of Play: Game Design fundamentals

Fun book on how games are constructed.



Drive: The Surprising Truth About What Motivates Us

What motivates people is an important part of gamification. This book really handles how to drive people, no pun intended.



Gamification in Education and Business

This book is actually a collection of scholarly journals. It's a fantastic source of scholarly information that I have used for several papers. It is very expensive, so see if your library can get it for you.



ONLINE EDUCATION