

Gamification Rubric

The objective is to measure the extent to which an online class is gamified

Paula Ascher	Google document: http://bit.ly/gamerubric	3 points - required
Columbia Gorge Community College www.cgcc.edu	Standards Example Video: http://bit.ly/18bixgW Prezi: http://bit.ly/1eEzx3U	2 points - pretty important
paulaascher@gmail.com	Educause Hangout: http://bit.ly/ajsyoutube	1 point - nice to have

Gamification Standard 1 - Learners are rewarded for achievements		Yes - full points	No
Standard 1.1 (3 points)	Learners are recognized for achievements	3	0
Standard 1.2 (1 points)	Learners can see others' progress, if privacy regulations permit	1	0
Standard 1.3 (3 points)	There is a progress bar	3	0
Standard 1.4 (2 points)	The ability to post achievements outside the game is part of the recognition process	2	0
Standard 1.5 (1 point)	Recognitions are appealing visually	1	0
Standard 1.6 (1 point)	Learners receive celebratory notification of achievements	1	0

Gamification Standard 2 - There is low consequence of failure			
Standard 2.1 (3 points)	Activities can be repeated until successfully completed	3	0
Standard 2.2 (2 points)	Record of failures is not available to group/public	2	0

Gamification Standard 3 - The experience of the learner is recognized			
Standard 3.1 (3 points)	There is a map showing available and unavailable quests/challenges	3	0
Standard 3.2 (2 points)	Learners have choices about how to progress	2	0
Standard 3.3 (2 points)	Achievements allow learners to move up to a new game level	2	0
Standard 3.4 (2 points)	New levels are viewable by the community	2	0
Standard 3.5 (2 points)	Learners can edit their profile and/or avatar	2	0
Standard 3.6 (1 point)	There is a progression of difficulty between levels	1	0
Standard 3.7 (1 point)	Learners and/or community receive celebratory notification of new level	1	0
Total		29	0

