

The Gamer Project

Project-Based Learning Through Gamification and Simulation

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Purpose

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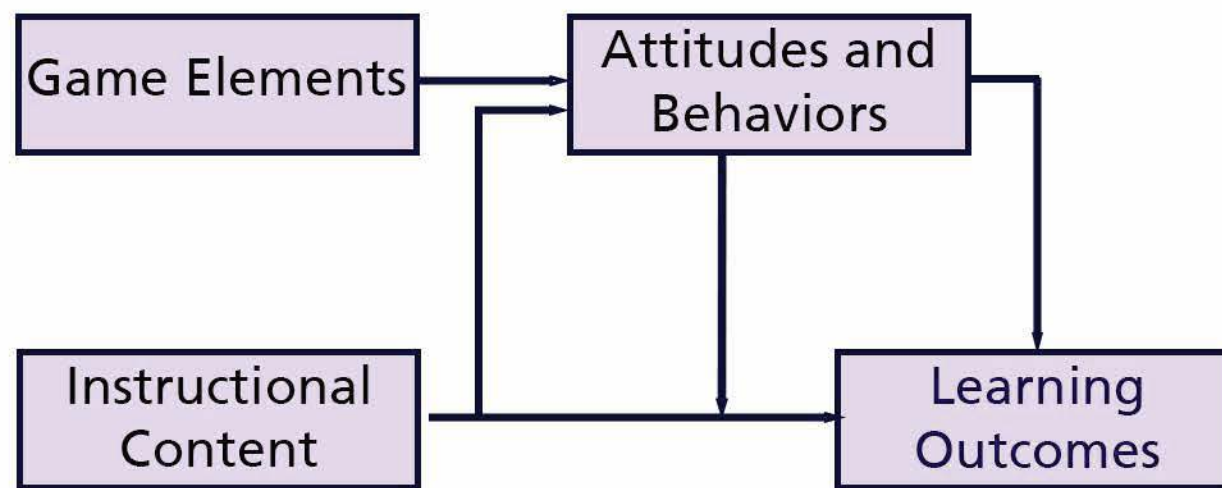


Fig. 1 Landers' (2014) Theory of Gamified Learning

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Methods

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Gamification Model



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Simulation Model

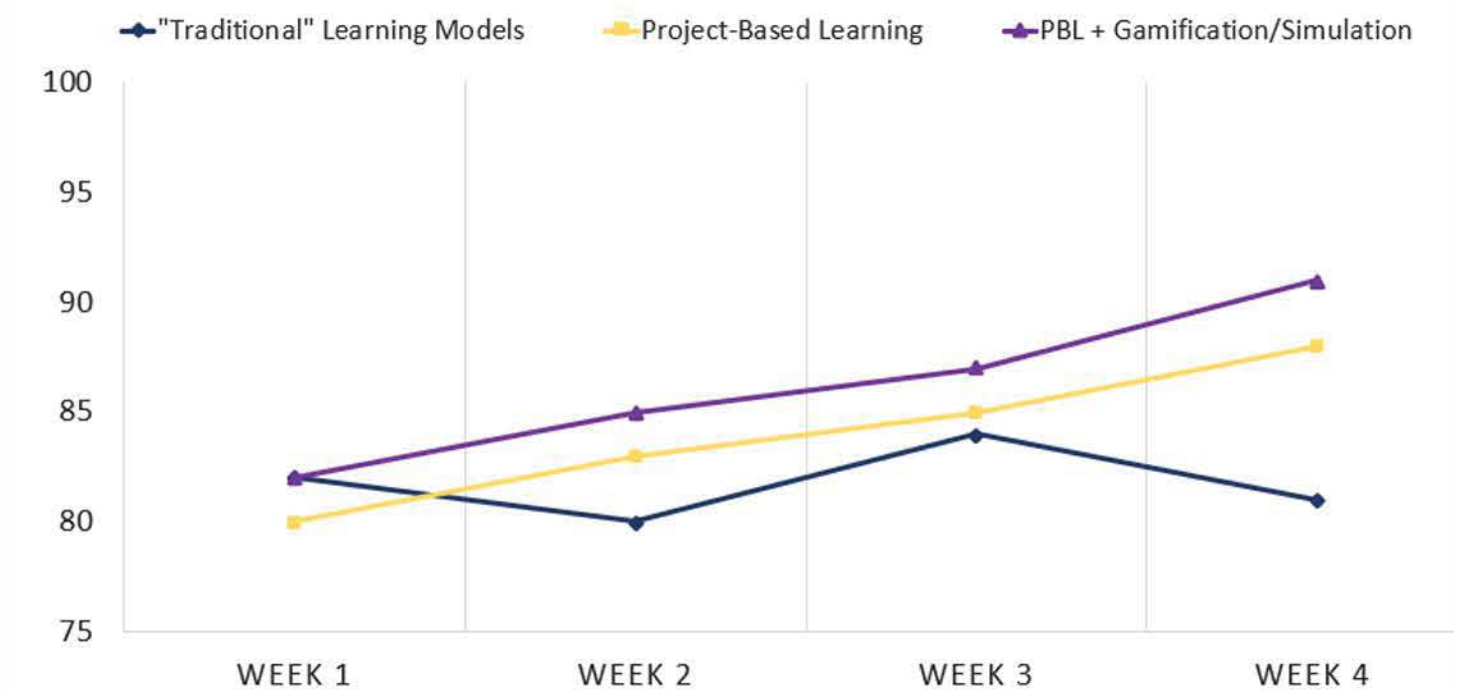


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Findings

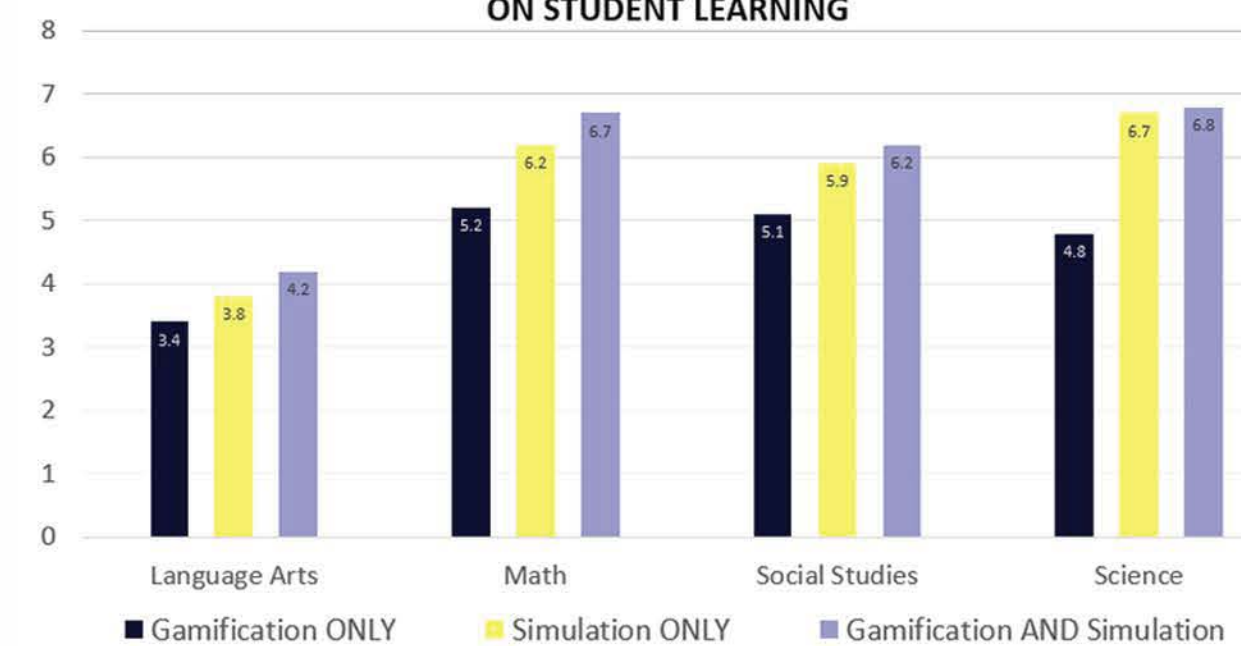
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INITIAL FINDINGS



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IMPACT OF GAMIFICATION AND/OR SIMULATION ON STUDENT LEARNING



In id placerat est, ornare rutrum nunc. Fusce scelerisque mi quis volutpat dapibus. Nullam dictum nisl sit amet dictum porta.

References and Acknowledgements

Huang, R., Ritzhaupt, A. D., Sommer, M., Zhu, J., Stephen, A., Valle, N., Hampton, J., & Li, J. (2020). The impact of gamification in educational settings on student learning outcomes: A meta-analysis. *Educational Technology Research and Development*, 68(4), 1875–1901. <https://doi.org/10.1007/s11423-020-09807-z>

This is a practice conference poster assignment in a course.