

Title: Gamification Narrative

Goals: To engage students in course material and organize course material in a cohesive way

Description: They say everyone loves a good story! So why not transform your course using elements of a narrative? Think of your course as a journey where students progress through a series **quests** or **challenges**. See this example of a [chemistry professor who uses narrative](#) to define the mission of the course. As students conquer each challenge, introduce new conflicts or plot twists where they apply what they learn to advance to more complex tasks or complete a mission.

Variations: If developing an ongoing narrative is too daunting, consider “including a paragraph with each assignment that tells a little story. [Such as] ‘You are a spy trying to break into a government building in enemy territory. Solve these 30 math problems to gain entrance through the secret gate in the back’” (see [Keeler, 2015, Gamification: Engaging Students with Narrative](#)).

Strengths:

Weaknesses:

Participant Level: WC

Prep Time: Varies

Class Time: Varies

When: A

Submitted by: Angela Lanier, Montgomery College

Code Legend:

Participant Level: **WC** (Whole Class); **GR** (Groups); **P** (Pairs); **I** (Individual Students)
Prep / Class / Results Analysis Time: **S** (Short); **M** (Medium); **L** (Long)
When to Use During Semester: **B** (Beginning); **M** (Middle); **E** (End); **A** (Any time)

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