

BAAWE7GB: Games and Behaviour

Module Code:	BAAWE7GB
Long Title	Games and Behaviour APPROVED
Title	Games and Behaviour
Module Level:	LEVEL 7
EQF Level:	6
EHEA Level:	First Cycle
Credits:	5
Module Coordinator:	Michael Goldrick
Module Author:	Michael Goldrick
Departments:	
Specifications of the qualifications and experience required of staff	
Learning Outcomes	
<i>On successful completion of this module the learner will be able to:</i>	
#	Learning Outcome Description
LO1	Understand the basic theories of gamification and behaviourism.
LO2	Understand the ethical and pedagogical concerns when using digital tools for learning/teaching
LO3	Apply gamification techniques to digital learning/teaching tools
LO4	Use and evaluate existing digital learning/teaching tools that implement gamification techniques
LO5	Identify appropriate engagement techniques for different demographics
Dependencies	
Module Recommendations	
No recommendations listed	
Co-requisite Modules	
No Co-requisite modules listed	
Entry requirements	

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Module Content & Assessment			
Indicative Content			
No indicative content			
Assessment Breakdown			%
Coursework			100.00%
Assessments			
Full Time			
Coursework			
Assessment Type:	Essay	% of total:	30
Assessment Date:	n/a	Outcome addressed:	1,2
Non-Marked:	No		
Assessment Description: Critically analyse 2 digital platform that use gamification or behaviourist techniques. Compare their effectiveness within the demographics of learners in your specialisation.			
Assessment Type:	Presentation	% of total:	30
Assessment Date:	n/a	Outcome addressed:	2
Non-Marked:	No		
Assessment Description: Present a case study on a tool/forum/group that has developed or is in danger of developing negative ethical considerations			
Assessment Type:	Project	% of total:	40
Assessment Date:	n/a	Outcome addressed:	3,4,5
Non-Marked:	No		
Assessment Description: Create a short course which would be appropriate to learners on your the appropriate stream. Use gamification/behaviourist techniques to attempt to increase participant engagement.			
No End of Module Assessment			
No Workplace Assessment			
Reassessment Requirement			
Repeat failed items <i>The student must repeat any item failed</i>			

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Module Workload				
Module Target Workload Hours 0 Hours				
Workload: Full Time				
Workload Type	Workload Description	Hours	Frequency	Average Weekly Learner Workload
Lecture	No Description	2	Every Week	2.00
Independent Learning	No Description	8.5	Every Week	8.50
Total Weekly Contact Hours				2.00

Module Resources	
<i>This module does not have any book resources</i>	
<i>This module does not have any article/paper resources</i>	
<i>This module does not have any other resources</i>	
Discussion Note:	