



<i>Foreword</i> .....	ix
<i>Introduction</i> .....	1
Lindsey’s Story .....	1
Cate’s Story .....	3
Our Why .....	5
Our How .....	7
Framing the Game: The Rules .....	9
Framing the Game: The Journey .....	9

**➤ LEVEL 1: BEYOND THE INSTRUCTION MANUAL:  
GOALS OF THE GAME ..... 11**

<i>Meet the Game Master: Cate Tolnai</i> .....	13
#PowerUpClassroom 4 C’s of GBL .....	15
Gamification versus Game-Based Learning .....	17
Gamification versus GBL in Action .....	18
<i>Meet the Game Master: Jacob Aringo</i> .....	19

**➤ LEVEL 2: CHOOSE YOUR ADVENTURE:  
OPTIONS, CHOICE, AND OWNERSHIP ..... 25**

<i>Meet the Game Master: Ann Brucker</i> .....	28
--	----

**➤ LEVEL 3: ON YOUR MARK: STRUCTURE,  
DESIGN, AND PURPOSE ..... 35**

#PowerUpClassroom GBL Design Framework .....	37
--	----

<i>Meet the Game Master: James Sanders</i> .....	38
No Tech, Low Tech, High Tech .....	39
<b>➤ LEVEL 4: THEIR TURN: STUDENTS AS GAME MASTERS</b> .....	<b>45</b>
Game Design for Students .....	47
<i>Meet the Game Master: Cristina Bustamante</i> .....	53
<i>Meet the Game Masters: Bill Marsland and Andrew Rothman</i> .....	56
<b>➤ LEVEL 5: WHO'S WINNING? POWER UP YOUR ASSESSMENT AND FEEDBACK</b> .....	<b>63</b>
<i>Meet the Game Master: Lindsey Blass</i> .....	66
<i>Meet the Game Master: Gregg Eilers</i> .....	70
<b>➤ LEVEL 6: BUILD YOUR SQUAD: COMMUNITY AND CULTURE THROUGH GAMEPLAY</b> .....	<b>75</b>
<i>Meet the Game Master: Ryan O'Donnell</i> .....	78
Is Your Classroom Ready for Multi-Player Games? .....	80
<i>Meet the Game Master: Diane Main</i> .....	82
<b>➤ LEVEL 7: PRESS START: POWER UP YOUR CLASSROOM NOW!</b> .....	<b>87</b>
<i>Appendix A: Glossary—Let's Talk Games!</i> .....	93
<i>Appendix B: Book Study Guide</i> .....	95
Tips for Running a Successful Book Study .....	95
Guiding Questions for Book Study .....	96
<i>Appendix C: Game Design Theories and Frameworks</i> .....	103
References .....	107
Index .....	109