Gamification is becoming an increasingly popular methodology for improving motivation and interest in many domains. Gamification involves the application of game mechanics to tasks typically considered to be void of fun. In the classroom, this often materializes as a set of mechanics meant to motivate students to learn more effectively. Some examples include the use of experience points (XP) in lieu of traditional grades on assignments or alternate rewards for various classroom activities.

In this talk, I will discuss my experiences with introducing gamification into two computer science courses, Introduction to Programming and Computer Game Design. I will discuss my teaching philosophy and methodology for introducing gamified aspects into these courses and my experience in starting a Game Design Research Group at the University of Virginia. I will also present a sample lecture on a particular software engineering challenge in game design requirements elicitation and management.

Bio:
Mark Sherriff is an Associate Professor in the Department of Computer Science at the University of Virginia. His teaching focus is in introductory computer science, computer game design, software engineering, and web and mobile app development. His research interests are in CS education at all levels, gamification, and in empiricism in CS education research. He was awarded the UVa All-University Teaching Award in 2014, the Hartfield-Jefferson Scholars Teaching Prize in 2010, and has been named UVa ACM Professor of the Year twice. He received his BS in Computer Science from Wake Forest University in 2002 and his MS and PhD from NC State University in 2004 and 2007.

Tuesday, February 23
10:00 a.m. GHC 6115
Host: Jeffrey Eppinger