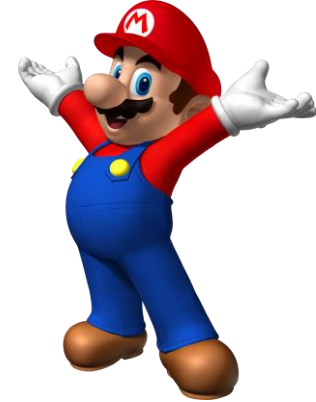


The Three Principles of Gameful Pedagogy



The Principle of Leveling Up

Everyone begins with zero points. Everything you successfully try earns you points. You cannot “lose” points with any assignment because you haven’t earned anything until you tried it. This leads to...

The Principle of Safe Failures

We want you try new challenges, whether you are confident about your abilities or not. Because everything earns you points, even assignment that doesn’t go so well will earn you something. And if you totally bomb something, you can try something else. This is because we also have...

The Principle of Multiple Paths and Optionality

Good video games let you play the game in your own way. Here, too. You should try to figure out *what* you want to try and *when* you want to try it. You should *not* try to do everything.