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The Gamification of Learning and Instruction Fieldbook: Ideas into Practice

Karl M. Kapp

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Following Karl Kapp's earlier book *The Gamification of Learning and Instruction*, this *Fieldbook* provides a step-by-step approach to implementing the concepts from the *Gamification* book with examples, tips, tricks, and worksheets to help a learning professional or faculty member put the ideas into practice. The Online Workbook, designed largely for students using the original book as a textbook, includes quizzes, worksheets and fill-in-the-blank areas that will help a student to better understand the ideas, concepts and elements of incorporating gamification into learning.

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