1.	**Course title**	Gaming in education
2.	**Course code**	ЕДУ-3-04
3.	**Semester**	10
4.	**Unit offering the course**	Faculty of Computer Science and Engineering
5.	**ECTS**	6
6.	**Goals of the study programme**	
	Course participants will receive the following competencies:- Explain selected psychological theories and models useful fordescribing the motivational aspects of the learning process.- Explanation of the selected frameworks for analysis and design of games and situationswhich resemble games.- Analysis of a situation that is not motivating for its participants andapplying the principles of motivational design and playing into it in orderto improve it.- Design a flexible and effective educational board game and documents forits rules, physical characteristics, context in which it is used,purpose and variations.- Designing and documenting an online educational game and description of motivational principles in its design.- Explain the design process used in the creation of motivational educational products and games.	
7.	**Contents of the study programme**	
	Motivational design- Gemification- Goals of motivation- Integration of motivation in the learning process- Tools to support motivational design- Games- Motivation of players- Design games that encourage engagement with a different approach tolearning- Design of game interfaces- Social games	