DESCRIPTION

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.

ABOUT THE AUTHOR

**Karl M. Kapp** is a professor of Instructional Technology in Bloomsburg University's Department of Instructional Technology in Bloomsburg, Pennsylvania and the assistant director of Bloomsburg University's acclaimed Institute for Interactive Technologies. He has authored or co-authored five books on the convergence of learning and technology, *The Gamification of Learning and Instruction, Integrated Learning for ERP Success, Winning e-Learning Proposals, Gadgets, Games and Gizmos for Learning* and *Learning in 3D*.

Follow Karl on his widely-read "Kapp Notes" blog. [http://karlkapp.com/kapp-notes](http://karlkapp.com/kapp-notes)

**Lucas Blair** is a game designer and educator. He founded Little Bird Games, a serious game development company, in 2011 after receiving his PhD in Modeling and Simulation from the University of Central Florida.
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