Wednesday, May 13, 2015
2:30-4:00 pm
Healey Library, 4th floor, 31

**Light refreshments will be served.*

Janna Kellinger
Curriculum and Instruction

Apostolos Koutropoulos
Applied Linguistics

Michelle McIntyre
Instructional Design Student
NE School of Art and Design at Suffolk University

Spring 2015 Forum Series

Center for Innovative Teaching

Teaching, Learning, and Gaming

There has been quite a bit of buzz recently about gamifying teaching but very little concrete steps on how to do so. The aim of this session is to inspire curricular gamification by having instructors at UMB discuss how they gamify their classes and give participants a chance to brainstorm how they might gamify theirs.

Anyone requiring disability-related accommodations, including dietary accommodations, should go to www.ada.umb.edu and file a request form.
For more information contact: faculty.development@umb.edu