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professors are attempting to negotiate
the widening gap between decades-
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***ATLAS Speaker Series: Designing
Coursework as a Game*** Lee Sheldon,
author of **The Multiplayer Classroom**,
looks at the synergy between video
game **design** and education
occurring ...

The Multiplayer Classroom RPG This
is a presentation on the concept of a
Multiplayer classroom RPG. It is a
practice I have been working on through
the past ...

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Hoob's Room--The Gamified

Gradebook An explanation of what a gamified grade book would look like and how to create one for your **class**. Notes: **The Multiplayer** ...

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Ementa Multiplayer Classroom

Adaptação da ementa criada por Lee Sheldon para o seu **Multiplayer Classroom**.

Online Versus In-Class Coursework <http://www.gobeyondthebrochure.com/Online-Versus-In-Class-Coursework/> - Online courses are quite distinct from in-class ...

Classroom Ideas

Lee Sheldon Writes Games for the Classroom | Episode 108 Lee Sheldon is a game writer/**designer**; professor of practice in Interactive Media & Game Development at Worcester Polytechnic ...

Teaching Multi-level Classes In this video, we discuss the advantages and challenges of classes in which students

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