Resources

Blogs and Articles

Seven-part series on learning game design (You can sign up for a monthly newsletter in addition to subscribing to the blog):

http://www.theknowledgeguru.com/tag/learning-game-design-series/

A Primer on Learning Game Design:

http://www.bottomlineperformance.com/learning-center/white-papers/primer-learning-game-design-white-paper/

Five Game Elements for Effective e-Learning:

http://www.nxtbook.com/nxtbooks/trainingindustry/tiq_2012fall/index.php?startid=31

Books

- Play to Learn: Everything You Need to Know about Designing Effective Learning Games by Sharon Boller and Karl Kapp
- The Gamification of Learning and Instruction by Karl Kapp
- The Gamification of Learning and Instruction Fieldbook by Karl Kapp, Lucas Blair and Rich Mesch
- The Art of Game Design: A book of lenses by Jesse Schnell.
- Challenges for Game Designers by Brenda Brathwaite, Ian Schreiber.
- The Multiplayer Classroom by Lee Sheldon
- For the Win: How Game Thinking Can Revolutionize Your Business by Kevin Werbach (focus is on gamification, not games)

Tools

- Game Art - http://opengameart.orgGame (source for graphics)
- The Game Crafter (supply source for purchasing game components and for finding great games: https://www.thegamecrafter.com/
- Class Craft – a free tool for gamifying a classroom experience: http://www.classcraft.com/
- Kahoot! – a free resource for creating simple games for live multiplayer play: https://getkahoot.com/
- Construct2 – HTML5 game creator - https://www.scirra.com/construct2
- Knowledge Guru – (SaaS) www.theknowledgeguru.com