

	Research Game	Card/Cube Game	Online Games (Kahoot)	Components You Could Use Locally
Play/Entertain 1. Fun (Lazzaro 2004) 2. Social Interaction (Chou 2017) 3. Discovery (Chou 2017) 4. Unpredictability (Chou 2017)				
Mechanics (Kapp 2012) 1. Leaderboards 2. Points/Tokens 3. Badges 4. Levels 5. Story 6. Narrative 7. Theme 8. Character 9. Avatar				
ACRL Framework 1. Authority Is Constructed and Contextual 2. Information Creation as a Process 3. Information Has Value 4. Research as Inquiry 5. Scholarship as Conversation 6. Searching as Strategic Exploration				
Engage/Motivate (Lepper 1987, Malone 1987, Malone 1981) 1. Intrinsic a. Challenge b. Curiosity c. Control d. Fantasy e. Cooperation f. Competition g. Recognition 2. Extrinsic a. Failure b. Punishment c. Success d. Reward				
Challenge/Teach (Boller 2017) 1. Game Goals/Learning Outcomes 2. Feedback/Assessment 3. Classroom Management/Rules 4. Active Learning • Critical Thinking • Reflection • Problem solving				