e-Learning Best Practices:
Creating Simple Educational Gaming Activities
for Online Delivery

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Abstract: Studies have shown that a learner’s retention of key concepts can be augmented via the introduction of gaming concepts into online or hybrid training programs. This e-Learning best practices session will demonstrate how simple, educational gaming activities such as interactive crossword puzzles can be created and integrated into a Learning Management System via built-in system widgets. Activities will be created using StudyMate and integrated into the McGill myCourses Learning Management System. The current use of such gaming activities at McGill University will be discussed in the context of a broader Edu-Games initiative which includes presenting instructional content via Flash-based, open-source activities. The model discussed makes use of “high score” tables to introduce a competitive element to the learning process.