

# BLIT BEYOND: GAMIFIED HUMANITIES FOR TRANSFORMATIONAL LEARNING

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## AN INTERACTIVE PRESENTATION

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### ABSTRACT

Gamification offers exciting possibilities for teaching Humanities and for fostering transformative learning. In Fall 2016, Dr. Grant Testut (Professor of Hebrew Bible) and Mr. Chris Rosser (Theological Librarian) gamified our co-taught Honors course, The Bible and Classical Literature (BLit). Framed around Joseph Campbell's construct of the Hero's Journey, coursework progressed through a series of badges corresponding to stages of the journey and to types of literature engaged. Badge activities facilitated formative assessment of comprehension and analysis; fostered deep, personal reflection, connecting learning with life-experiences; and culminated by empowering students-as-teachers who helped peers creatively engage self-selected ancient and classical texts. Rather than a summative exam, we gamified our course final by creating an RPG (role-playing) experience through which students responded to difficult, ethically complex scenarios by reflecting on the literature and characters encountered throughout our journey together. By end of semester, students' capacity for reflection and for perceiving meaningful connections between the literature and personal experiences surpassed our expectations. By sharing our experiences, we hope to empower theological educators with a creative new vision for transformative teaching through gamified instruction in the Humanities classroom.

### SELECT REFERENCES

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