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Selected Bibliography: Institutional Repositories as Gamified Environments to Stimulate Student Agency and Faculty Impact

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NEVADA CONFERENCE ON DIGITAL LEARNING: APRIL 11 – 13, 2014

INSTITUTIONAL REPOSITORIES AS GAMIFIED ENVIRONMENTS TO STIMULATE STUDENT AGENCY AND FACULTY IMPACT

RESOURCE GUIDE: SELECTED BOOKS AND ARTICLES

Incorporating Primary Source Research into the Curriculum
Learning and Gamification
Scholarship and Gamification
Use of Digital Resources in Education
Gamification in Other Contexts

Incorporating Primary Source Research into the Curriculum

Nena E. Bloom & Cynthia Stout, *Using Digitized Primary Source Materials in the Classroom: A Colorado Case Study*, 10:6 FIRST MONDAY (Jun. 6, 2005), <http://journals.uic.edu/ojs/index.php/fm/article/view/1247/1167>.

Michael Eamon, *A 'Genuine Relationship with the Actual': New Perspectives on Primary Sources, History and the Internet in the Classroom*, 39:3 HIST. TCHR. 297 (2006).

Thea Lindquist & Holley Long, *How Can Education Technology Facilitate Student Engagement with Online Primary Sources?*, 29:2 LIBR. HI TECH 224 (2011), <http://www.emeraldinsight.com/journals.htm?articleid=1927524>.

Denise N. Morgan & Timothy V. Rasinski, *The Power and Potential of Primary Sources*, 65:8 READING TCHR. 584 (2012).

Kathleen Swan & David Locascio, *Evaluating Alignment of Technology and Primary Source Use Within a History Classroom*, 8:2 CONTEMP. ISSUES IN TECH. & TCHR. EDUC. 175 (2008), <http://www.citejournal.org/articles/v8i2currentpractice1.pdf>.

Bill Tally & Lauren B. Goldberg, *Fostering Historical Thinking with Digitized Primary Sources*, 38:1 J. RES. ON TECH. IN EDUC. 1 (2005).

Laura Wenk & Loel Tronsky, *First-Year Students Benefit from Reading Primary Research Articles*, 40:4 J. C. SCI. TEACHING 60 (2011).

Learning and Gamification

KARL M. KAPP, *THE GAMIFICATION OF LEARNING AND INSTRUCTION: GAME-BASED METHODS AND STRATEGIES FOR TRAINING AND EDUCATION* (2012).

D. Ruggiero, *Gamification: Learning Innovation or Potential Pitfall?*, in INTED2013 PROCEEDINGS 5190 (2013), available at <http://library.iated.org/view/RUGGIERO2013GAM>.

Anastasia Salter, *Alternate Reality Games in the Classroom*, THE CHRONICLE OF HIGHER EDUCATION (Jan. 27, 2014), <http://chronicle.com/blogs/profhacker/alternate-reality-games-in-the-classroom/54769>.

Scholarship and Gamification

David Armstrong, *The New Engagement Game: The Role of Gamification in Scholarly Publishing*, 26:4 LEARNED PUBLISHING 253 (2013).

Dan Berrett, *'Sparklepony' Quest Helps Break the Ice at a Scholarly Meeting*, THE CHRONICLE OF HIGHER EDUCATION (Mar. 26, 2014), <https://chronicle.com/article/Sparklepony-Quest-Helps/145549/>.

Heather Havrilesky, *Play, Dammit*, 24 THE BAFFLER, http://www.thebaffler.com/past/play_dammit (last visited Apr. 11, 2014).

Robin Wilson, *Lowered Cites*, THE CHRONICLE OF HIGHER EDUCATION (Mar. 17, 2014), <http://chronicle.com/article/New-Gender-Gap-in-Scholarship/145311>.

Use of Digital Resources in Education

K.M. Bass et al., *Models of Digital Collection Use in a University Community*, 48 EDUC. TECH. MAG. 44 (2008), available at <http://www.rockman.com/publications/articles/ModelsDigitalCollection.pdf>.

Graciela Boruszko, *New Technologies and Teaching Comparative Literature*, 15:6 CLCWEB: COMP. LITERATURE & CULTURE (2013), available at <http://docs.lib.purdue.edu/cgi/viewcontent.cgi?article=2355&context=clcweb>.

Diane Harley, *Use and Users of Digital Resources: A Survey Explored Scholars' Attitudes About Education Technology Environments in the Humanities*, 30 EDUCAUSE Q. 12 (2007), available at <https://net.educause.edu/ir/library/pdf/eqm0742.pdf>.

Diane Harley, *Why Study Users? An Environmental Scan of Use and Users of Digital Resources in Humanities and Social Sciences Undergraduate Education*, 12:1 FIRST MONDAY (2007), <http://journals.uic.edu/ojs/index.php/fm/article/view/1423/1341>.

Fred Koehl & John K. Lee, *Digital History: Researching, Presenting, and Teaching History in a Digital Age*, in RESEARCH ON TECHNOLOGY IN SOCIAL STUDIES EDUCATION 253 (John K. Lee & Adam M. Friedman eds., 2009).

George Siemens, *Connectivism: A Learning Theory for the Digital Age*, 2:1 INT'L J. INSTRUCTIONAL TECH. & DISTANCE LEARNING 3 (Jan. 2005), http://itdl.org/Journal/Jan_05/article01.htm.

Gamification in Other Contexts

Sebastian Deterding et al., *Gamification: Using Game Design Elements in Non-Gaming Contexts*, in CHI '11 EXTENDED ABSTRACTS ON HUMAN FACTORS IN COMPUTING SYSTEMS 2425 (Desney Tan ed., 2011), available at <http://dl.acm.org/citation.cfm?id=1979575>.

Farhad Manjoo, *High Definition: The 'Gamification' of the Office*, WALL ST. J., Jan. 13, 2014, at B1, available at <http://online.wsj.com/news/articles/SB10001424052702303819704579316721461148950>.

Robert Ambrogi, *At Harvard Law, Talk of Disruptive Innovation*, L.TECH. NEWS (Mar. 7, 2014), <http://www.lawtechnologynews.com/id=1202646045641/At-Harvard-Law,-Talk-of-Disruptive-Innovation?slreturn=20140311191447>.

JANE MCGONIGAL, *REALITY IS BROKEN: WHY GAMES MAKE US BETTER AND HOW THEY CAN CHANGE THE WORLD* (2011).

RAJAT PAHARIA, *LOYALTY 3.0: HOW BIG DATA AND GAMIFICATION ARE REVOLUTIONIZING CUSTOMER AND EMPLOYEE ENGAGEMENT* (2013).

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