

4-12-2014

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

Jeanne Price

*University of Nevada, Las Vegas -- William S. Boyd School of Law*

David McClure

*University of Nevada, Las Vegas -- William S. Boyd School of Law, david.mcclure@unlv.edu*

Follow this and additional works at: <http://scholars.law.unlv.edu/bibs>

 Part of the [Curriculum and Instruction Commons](#), [Educational Methods Commons](#), and the [Instructional Media Design Commons](#)

### Recommended Citation

Price, Jeanne and McClure, David, "Selected Bibliography: Institutional Repositories as Gamified Environments to Stimulate Student Agency and Faculty Impact" (2014). *Bibliographies*. Paper 2.

<http://scholars.law.unlv.edu/bibs/2>

This Article is brought to you by Scholarly Commons @ UNLV Law, an institutional repository administered by the Wiener-Rogers Law Library at the William S. Boyd School of Law. For more information, please contact [david.mcclure@unlv.edu](mailto:david.mcclure@unlv.edu).



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](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](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).

---

Compiled by David McClure, Head of Research & Curriculum Services & Assistant Professor, Wiener-Rogers Law Library, and Jeanne Price, Director of the Wiener-Rogers Law Library & Associate Professor of Law, William S. Boyd School of Law, University of Nevada, Las Vegas.

April 12, 2014