

# Faithification: Gamifying Faith Formation Resources

## Further Reading

### Gamifying Faith Formation

- ♦ <https://childrensministry.com/gamification-impact/>
- ♦ <https://lutheranconfessions.blogspot.com/search?q=minecraft>
- ♦ <https://ministryaccelerator.org/gamification-is-old-school-not-new-school-76395e6ca81a>
- ♦ <https://ministryaccelerator.org/more-than-a-game-gamifying-your-ministry-39c20323a34a>
- ♦ <http://hackingchristianity.net/2013/04/what-board-game-theory-can-teach-the-church.html>
- ♦ <https://www.archbalt.org/game-design-education-and-evangelization/>

### Michael Matera

- ♦ [Explore Like A Pirate](#)
- ♦ Well PlayED Podcast (Episodes 64 & 121)
- ♦ Mrmatera (YouTube, .com, Twitter, Pinterest)

### Jane McGonigal

- ♦ [Super Better: The Power of Living Gamefully](#)
- ♦ [Reality is Broken: Why Games Make Us Better, and How they Can Change the World](#)

### Gabe Zichermann

- ♦ [https://www.ted.com/talks/gabe\\_zichermann\\_how\\_games\\_make\\_kids\\_smarter#t-347917](https://www.ted.com/talks/gabe_zichermann_how_games_make_kids_smarter#t-347917)
- ♦ <https://www.gamification.co/about-gabe-zichermann/>

## **Vocabulary**

RPG- Role Playing Game

XP- Experience Points

MMP- Massive Multi-player

Badge- Symbol of achievement of a specific skill or goal

Power-up

Mechanics- The design of your game- how it works

Levels/Progress bars- Show gamer's progress

Leaderboard- Used to create competition

Items- Real or virtual goods that can be purchased with XP/Currency; Can benefit team/gamer later

Mission/Quest- Challenges