

Report from the Field

Gameful Engagement: Gamification, Critical Thinking, and First-Year Composition

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Students often struggle with the transition to writing in college, both in first-year composition (FYC) and in the disciplines. This report describes a curriculum that addresses this problem by turning the FYC course into a Role-Playing Game. This style of gamification, grounded in bell hooks' concept of an engaged pedagogy, can help facilitate the critical thinking skills that are key elements of learning transfer from FYC to writing in the disciplines.