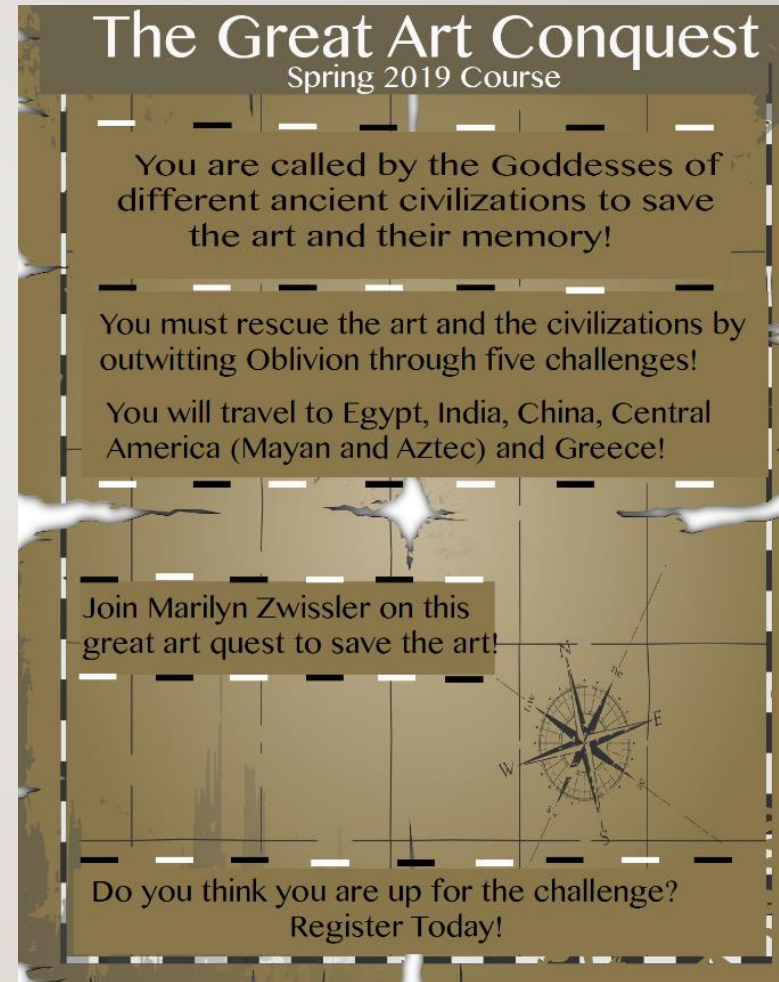# THE GREAT ART QUEST

A PUBLICATION OF SENTENTIA GAMIFICATION

THE GREAT ART QUEST

An art history course designed as a game created for Alverno College by Marilyn Zwissler, Adjunct Professor, Art and Graphics Department.

The Great Art Conquest
Spring 2019 Course

You are called by the Goddesses of different ancient civilizations to save the art and their memory!

You must rescue the art and the civilizations by outwitting Oblivion through five challenges!

You will travel to Egypt, India, China, Central America (Mayan and Aztec) and Greece!

Join Marilyn Zwissler on this great art quest to save the art!

Do you think you are up for the challenge? Register Today!

THE CHALLENGE

The concept for this class is based on a challenge to save art works of five ancient cultures from Oblivion and thereby save the memory of those cultures.

BEHIND THE SCENES: OBJECTIVES

- Increase enrollment in art department courses

- Offer a course that will attract people from the community who will pay to audit the course

- Encourage Alverno College instructors to move courses online

- Challenge the Alverno Faculty to design innovative courses for online/hybrid delivery

- Introduce students to the cultural and historical importance of art

THE QUEST

Create an art gallery by traveling around the world

BEHIND THE SCENES: FEEDBACK

☑ "I ***enjoyed this class*** and I am glad Marilyn took us to the art museum. I have never been there, and it made me realize how important it is, and how everyone can analyze art differently."

THE QUEST

Badges can be earned at each civilization when players submit feedback on their experience.

BEHIND THE SCENES: FEEDBACK

☑ "I think that this course was very entertaining and that **we learned a lot** about the various cultures. Thank you for taking your time and truly helping us learn so much about the ancient cultures."

THE QUEST

Rescue ancient civilizations such as those in Egypt, Greece, and Mexico

BEHIND THE SCENES: FEEDBACK

☑ "I enjoyed this class. It was something different than the rest of the classes I have taken at Alverno thus far. I think the set-up of the class was **very innovative and exciting**."

BEHIND THE SCENES: FEEDBACK

☑ "It was a fun class and I enjoyed working from home. *Marilyn was a lot of fun and knows her stuff* when it comes to art cultures. I learned so much and I'm glad I was able to participate in this course."

BEHIND THE SCENES: FEEDBACK

☑ "I believe that Marilyn loves her field of work and shows that during each online presentation that we had during this semester. **Her lectures were engaging**, and she worked with students who had trouble with some of the online activities. Overall, I believe that she is one of the top instructors for the Alverno liberal arts programs."

STAY RELEVANT IN YOUR INDUSTRY

- Register for upcoming certifications courses

- Listen to additional podcasts

- Stay updated on gamification news

Click the icons above for more!

Meet the Creator

Marilyn Zwissler is an adjunct professor at Alverno College who has recently introduced gamification to her students after completing her Journeyman certification with Sententia. In addition, she holds a certified professional in learning and performance with the Association for Talent Development.

Level Up your corporate learning and development programs, employee onboarding, training, or adult classroom with gamification – a cutting-edge strategy to motivate and engage employees, customers, and students.

THE GAMIFICATION QUEST

HOSTED BY MONICA CORNETTI

CORPORATE TRAINING

ADULT EDUCATION

EMPLOYEE ENGAGEMENT

Hosted by Monica Cornetti, CEO of Sententia Gamification and Gamemaster of GamiCon.

Monica's guests include L&D Professionals, Adult Educators, and Platform Providers who give you tips, tools, and techniques to for your training, talent development leadership, and employee engagement toolbox.

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