ANNOTATED BIBLIOGRAPHY

Nicholson, Scott. "Making gameplay matter: designing modern educational tabletop games." *Knowledge Quest*, vol. 40, no. 1, Sept.-Oct. 2011, pp. 60+. *Gale Academic OneFile*, link.gale.com/apps/doc/A268220410/AONE?u=googlescholar&sid=bookmark-AONE&xid=25ea8faf. Accessed 7 May 2023.

This journal explores the potential of tabletop games as effective educational tools. Nicholson argues that designing effective educational games requires careful consideration of the game's mechanics, theme, and components. He stresses the importance of creating engaging gameplay that is both fun and educational. Nicholson also suggests that effective educational games should be designed with specific learning objectives in mind, and should be thoroughly playtested to ensure that they meet those objectives. Overall, Nicholson advocates for a thoughtful and intentional approach to designing educational games that can enhance the learning experience for players of all ages. These ideas are relevant to my project as I want to design an intuitive trivia game based on the centennial seal.

"The Anatomy of a Quiz." *Encyclopædia Britannica*, Encyclopædia Britannica, Inc., https://www.britannica.com/topic/quiz/The-anatomy-of-a-quiz.

This article explains the structure and purpose of a quiz. The article discusses the various types of questions that can be included in a quiz, such as multiple choice, true or false, and short answer questions. It also explains the importance of the scoring system and the role of the quizmaster in creating an engaging and enjoyable experience for the participants. The article emphasizes that a well-designed quiz should be challenging yet accessible to all participants, and should ultimately provide a fun and rewarding experience for everyone involved. This is relevant to my project as the trivia game is treated much similar to a quiz, however with the idea that the score is ranked anonymously.

Nguyen, Hoa P. "How to Use Gameplay to Enhance Classroom Learning." Edutopia, George Lucas Educational Foundation, 26 Mar. 2021, https://www.edutopia.org/article/how-use-gameplay-enhance-classroom-learning/.

This article discusses the benefits of incorporating gameplay into classroom instruction. Nguyen explains that games can increase engagement and motivation, provide immediate feedback, and encourage collaboration and problem-solving skills. She also offers tips for incorporating gameplay into lesson plans, such as using games to reinforce concepts or to review material. Nguyen emphasizes the importance of choosing the right game and setting clear learning goals to ensure that gameplay is effective in enhancing student learning. Overall, the article highlights the potential for gameplay to transform the learning experience and make education more enjoyable and effective for students. This is important for my project as it will primarily be geared towards education and it will be important to consider these ideas when generating questions.