

3-2-1

Considering your view of motivation, engagement, and learning environments, you have decided to advocate for game-based learning to be used within your schools. Take a few minutes to answer these three prompts.

3

Identify **three** potential stakeholders (teachers, department chairs, administrators, etc.) who you could approach to share the benefits of using Game-Based Learning (GBL) experiences to support learning.

2

Generate **two** statements that succinctly describe the value of GBL.

1

Think of **one** potential barrier stakeholders might have in using GBL and begin to consider strategies to overcome possible challenges.

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