

Promoting Academic Integrity in Virtual Classrooms: A Gamified Approach

Cedar Leithead, Naomi Go & Amy Lin, Seneca College

Kasha Visutskie & John Paul Foxe, Toronto Metropolitan University

Allyson Miller, Ryerson University

Session type: Professional development

Abstract

The sudden pivot to remote teaching in March 2020 highlighted new and emerging threats to academic integrity. While much of the world has returned to in-person delivery, in the classroom, remote teaching, and these associated threats to academic integrity, are here to stay. With the assistance of a Virtual Learning Strategy grant from eCampus Ontario, a college and a university have developed new gamified academic integrity modules for students designed to promote academic integrity in a virtual environment. The modules have been designed such that they apply to both college and university students and the code for the game is freely available under a Creative Commons License. In this presentation presenters will speak to how these modules were created as well provide a demonstration for all participants. By the end of this presentation, attendees will be able to apply and adapt this resource to their own institution.