	Synthesize Knowledge	Create Knowledge	Communicate Knowledge	Think Critically and Reflectively	Engage in Professional Development	Participate Actively	Apply Instructional Design Principles	Apply Computer Based Technologies
Final Paper 513	✓	✓						
Games and Gamification: A means for personalized learning								
Final Synthesis Paper 531 Instructional Theory Synthesis: Application of the Knickelbein Game Mechanics Theory of Instruction for Enhanced Learning	✓			√				
Case Study Analysis 672 Iris Daniels Case Study Analysis	✓							
Agenda and Facilitation Guide 572 Assume Nothing Bias Brief Module Agenda & Facilitation Guide			✓					
Group Pathways Project 660B Mission eLearning Career			✓					
Final Report and Digital Prototype 569 Dr. Sphere is Missing Digital Prototype			✓					
Design Document/Storyboard & Application of Motivational Evaluation Instrument 588 New Kids on the Blocks & The ADDIE Model and the Theoretical Framework for Keller's ARCS Model of Motivation			√					
Initial & Final Reflective Essay 660A				✓				
Initial & Final Definition of the Field of Learning Design and Technology 513				✓				
Reflection on Developing ID Expertise 672					✓			
Confirmation of Membership Notice Northwestern Wisconsin Association for Talent Development						✓		
Workshop for Elementary Educators Formative Assessment Tools						✓		
eLearning Project Proposal 569 The Atmosphere Debate							✓	
eLearning Project and Final Report 569 Dr. Sphere is Missing Digital Prototype							✓	
Evaluation Report 577 Flipping the Classroom Evaluation Report							✓	
Evaluation of an Instructional Product 577 Flipping the Classroom Evaluation Plan							✓	
Career Path Group Presentation 660B Mission Gamification Career Path								✓
Design Document 572 Assume Nothing Design Document								✓
Module 572 Assume Nothing Bias Brief Module								✓
Plagiarism Certificate Indiana University Confirmation Certificate on Recognizing Plagiarism								✓
Discussion Post – 569 Practice Design Evaluation								✓