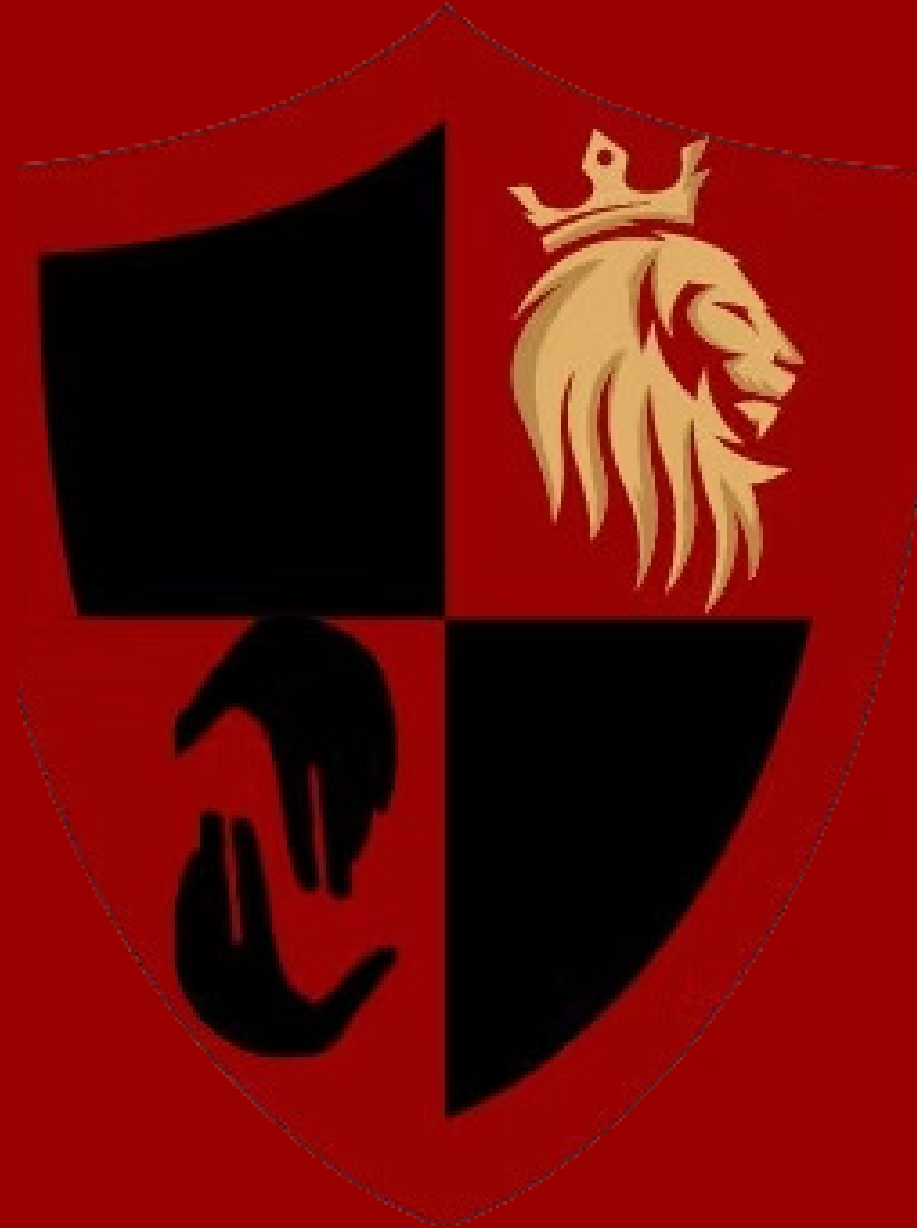# Bachelor of Science in Gamification for Faith-Based Learning

The Bachelor of Science in Gamification for Faith-Based Learning at Ebed-Melech University uniquely blends the principles of gamification with a focus on faith-based education. This innovative four-year program is designed for students interested in leveraging gaming techniques to enhance faith-based learning experiences and educational outcomes.

Program Overview

120
Credit Hours
Complete curriculum designed for comprehensive learning

100%
Online
Fully flexible distance learning format

4&8
Week Classes
Accelerated course options available

3-4
Years
Complete your degree at your own pace

Foundation Year: Building Core Competencies

Semester 1

- ENG 101 – English Composition I (3 credits)
- MAT 103 – College Algebra (3 credits)
- CIS 101 – Introduction to Information Technology (3 credits)
- REL 101 – Introduction to World Religions (3 credits)
- Elective Course (3 credits)

Semester 2

- ENG 102 – English Composition II (3 credits)
- MAT 104 – Statistics for Gamification Studies (3 credits)
- CIS 102 – Digital Media and Game Design Fundamentals (3 credits)
- REL 103 – Theology and Faith in Gaming (3 credits)
- Elective Course (3 credits)

The first year establishes essential skills in communication, mathematics, technology, and religious studies while introducing students to the intersection of faith and gaming.

Sophomore Year: Exploring Game Development

Semester 3

- CIS 211 – Game Development and Programming
- PSY 204 – Psychology of Gaming
- REL 202 – Biblical Narratives in Game Design
- Two Elective Courses

Semester 4

- CIS 206 – Gamification Strategies for Education
- PSY 209 – User Experience Design
- REL 222 – Faith Integration in Gamified Learning
- Two Elective Courses

Year two dives deep into game development, psychology, and the integration of biblical narratives into interactive learning experiences. Students begin to understand how gaming mechanics can enhance faith-based education.

Junior Year: Advanced Design and Ethics

Semester 5

Students advance their technical skills while exploring the ethical dimensions of gamified learning:

- CIS 307 – Advanced Game Design (3 credits)
- EDU 303 – Gamification in Educational Settings (3 credits)
- REL 310 – Ethics in Gamified Learning (3 credits)
- Elective Courses (6 credits)

Semester 6

Cutting-edge technologies meet faith-based pedagogy:

- CIS 311 – Virtual Reality and Augmented Reality in Gaming (3 credits)
- EDU 306 – Gamification for Faith-Based Education (3 credits)
- REL 330 – Theology and Ethics in Gaming (3 credits)
- Elective Courses (6 credits)

Senior Year: Capstone and Professional Development

1 — **Semester 7**

Begin your capstone project and gain real-world experience through internship or research. Complete 15 credits including CAP 469, INT 489, and electives.

2 — **Semester 8**

Present your gamification portfolio and complete your final elective courses. Showcase your comprehensive skills in CIS 405 while finishing 15 credits.

The final year brings together all learning through a comprehensive capstone project, professional portfolio presentation, and practical experience that prepares graduates for careers in faith-based educational technology.
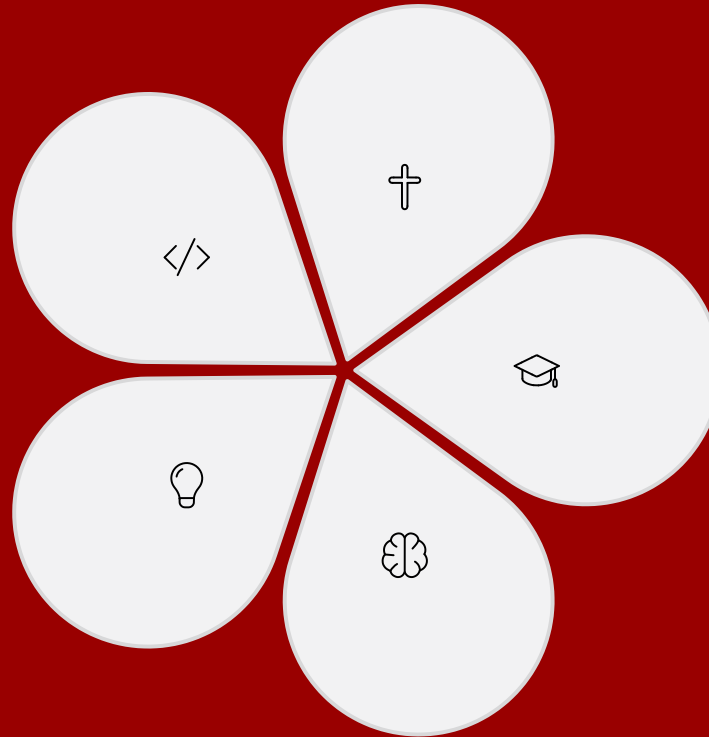
Core Learning Pillars

Technology

Master game development, programming, VR/AR, and digital media design

Innovation

Create cutting-edge solutions for faith-based learning

Faith Integration

Explore theology, biblical narratives, and ethics in gaming contexts

Education

Apply gamification strategies to enhance learning outcomes

Psychology

Understand user experience and the psychology of gaming

Career Pathways

Educational Game Designer

Create engaging faith-based learning games for schools, churches, and educational organizations

Gamification Specialist

Implement gamification strategies in religious education programs and faith-based institutions

Faith-Tech Developer

Build innovative VR/AR experiences that bring biblical stories and theology to life

Graduates are prepared for diverse roles in educational technology, ministry, game development, and faith-based organizations seeking to engage modern learners through innovative digital experiences.

Why Choose This Program?

Unique Specialization

The only program combining gamification expertise with faith-based education, positioning you at the forefront of an emerging field

Flexible Learning

100% online format with accelerated 4-8 week courses allows you to balance education with work, ministry, and personal commitments

Comprehensive Curriculum

120 credits covering technology, theology, psychology, and education provide a well-rounded foundation for innovative ministry

Practical Experience

Capstone projects, internships, and portfolio development ensure you graduate with real-world skills and professional credentials

For Such a Time as This

> "And who knows but that you have come to your royal position for such a time as this?" **(Esther 4:14)**

This program prepares you to answer a divine calling in the digital age. As technology reshapes how we learn and engage with faith, you'll be equipped to create meaningful, transformative experiences that connect modern learners with timeless truths.

Join Ebed–Melech University in pioneering the future of faith-based education through gamification.