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# Powering Up Your Canvas Course, Part 2

## Intermediate

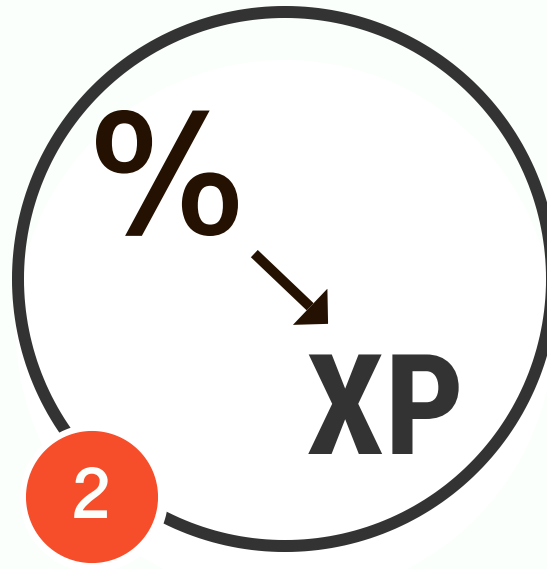


1

### Add the Badgr App

If you are interested in gamifying your course, add the Badgr App. Once it is installed and set up, badges are awarded based on module completion. Design modules to cover a TEK or a unit of study or you can create modules that assess a particular skill.

[How to add the Badgr App to Canvas](#)



2

### Use Total Points in the Gradebook

Another gamifying aspect is awarding experience points (XP) for completing tasks. As students acquire these points, they can level up through ranks and earn prizes. Canvas allows you to change your gradebook from a percentage view to a total points view. This makes it easy for you and the students to keep track of their XP.

[How to Change Gradebook to Points](#)



3

### Use Assignments with No Submission

If you are gamifying your course and awarding experience points (XP), you may want to award XP for something besides grades. For example, awarding 100 XP for attending tutorials or 50 XP for finishing a warm-up question. You can create an assignment with no submission to keep track of additional XP.

[How to Create an Assignment with No Submission](#)