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**K. Andrew Parker\*** (kparker@citytech.cuny.edu). *Making WeBWorK Fun: Using Game Design to Increase Student Engagement.*

The WeBWorK platform has an under-utilized feature that we at NYC College of Technology have harnessed to improve measures of student engagement, and to some extent, overall course performance. Our initial experimentation with WeBWorK's "Achievement Point" system showed significant gains in student engagement and final exam performance. This early round of positive evidence led us to expand WeBWorK's achievement system by developing an automated leaderboard that would allow students to compare their achievement scores within their own class and even across other sections of the same course. Join us as we discuss the evolution of this project, the results of our experiments with achievements in WeBWorK so far, and future directions for this new leaderboard feature. (Received September 17, 2019)