Gamification combines game design and mechanics with other applications as a way to increase motivation. In general, motivation is a valuable tool for students pursuing a degree in higher education, and yet the amount of motivation that school fosters pales in comparison to the amount fostered by games (i.e. sport or video). It seems that classroom-specific motivation can be fostered by increasing the students’ sense of relevance of course material and personal autonomy (Frymier & Shulman, 1995; Finney & Pike, 2008; Ryan & Deci, 2000). In this study we implemented gamification as a way to increase autonomy and relevance and, thus, to boost motivation. Several college courses providing varying degrees of gamification were compared in an attempt to determine how it affected student motivation. Motivation was measured via student-reported interest and enjoyment. Results revealed that students who perceived high levels of course relevance also reported high scores of both interest and motivation.