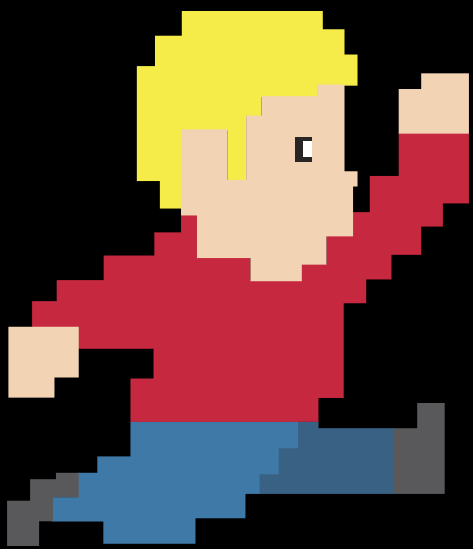


GAMIFICATION

LET'S PLAY ON!!

DEFINITION



Gamification

The use of game mechanics, dynamics and frameworks to promote desired behaviors.

Gamification in education

The use of game design to enhance non-game contexts by increasing participants, engagement, loyalty and competition among students.



How gamification works



- Gamification traces its origins to educational psychology and what motivates students to learn.
- As a person engage more with any project, their experience will increase and more likely easily engaging on their own.

- Gamification motivates students by making the process more enjoyable.
- Eventhough gamification practice has seen significant growth over the past decade but it have pros and cons.



HOW TO IMPLEMENT

- ★ Gamification in grading
- ★ Award students with badges
- ★ Integrate educational video games
- ★ Stir up a little competition
- ★ Gamify homework to encourage informal learning

TECHNOLOGY
25%

GAMIFICATION IS 75%
PSYCHOLOGY AND 25%
TECHNOLOGY

PSYCHOLOGY
75%

EXAMPLES OF GAMIFICATION IN CLASSROOM



- Quizlet
- Gimkit
- Kahoot
- Classcraft
- Quizizz
- Google Classroom
- Book Widget
- ClassDojo
- Moodle
- Edmodo

START GAME

