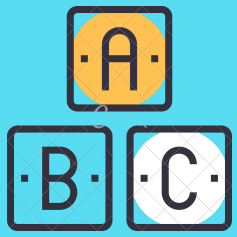


GAMIFICATION

IN EDUCATION

WHAT IS GAMIFICATION ?



✦ The process of transforming typical academic components into gaming themes.

✦ Literally, gamification create a game out of learning by theming all components of your classroom in a game metaphor; make your class like one big first-person game.

HOW TO USE IT ?

- ✦ Try apps such as: Kahoot, Class Dojo and Typeform.
- ✦ Set frequent class competitions
- ✦ Challenge individuals using SMART target.
- ✦ Create levels of learning which students are encouraged to climb.
- ✦ Send online certificates to students.
- ✦ Display cumulative scoreboards with weekly prizes.



EXAMPLE



KAHOOT



DUOLINGO



QUIZLET



CLASSDOJO

HOW TO APPLY IN CLASSROOM

- ✦ Gamification in grading- students are progressing towards levels of mastery, as one does in games. each test feels rewarding than disheartening.
- ✦ Award students with badges- academy awards them with points and badges to track progress and encourage perseverance
- ✦ Integrate educational video games- students are given a sense of agency-in games the control the choice they make and the more agency students have, the better students do.



BENEFIT

- ✦ Experience - "Fun" during the game and still learn if the level of engagement is high
- ✦ Environment - Provides effective, informal learning environment, and help learners practise real life
- ✦ Feedback - Provides instant feedback so that learners know what they know or what they should know.
- ✦ Behavioral Change- Drive strong behavioral change especially when combine with the scientific principle of repeated retrieval and spaced repetition.

