# Gamification in Education

## Official Website

## BENEFITS OF GAMIFICATION IN THE CLASSROOM

There are many proven benefits to using gamification in the classroom, such as:

- Students feel like they have ownership over their learning
- A more relaxed atmosphere in regards to failure, since learners can simply try again
- More fun in the classroom
- Learning becomes visible through progress indicators
- Students may uncover an intrinsic motivation for learning
- Students can explore different identities through different avatars or characters
- Students often are more comfortable in gaming environments, so are more proactive and open to making mistakes
- Higher engagement and concentration levels amongst students
- The opportunity to think outside of the box. Tasks are no longer just about filling in a worksheet – what are the wider, 'gamified' consequences?

## PROJECT PARTNERS

**AUSTRIA**
BG BRG u Wirtschaftskundliches BG 11 Geringergasse 2

**TURKEY**
Denge Eğitim Bilim ve Gençlik Derneği

**ITALY**
ISTITUTO ISTRUZIONE SUPERIORE "A. LINCOLN"

**TURKEY**
Vakfikebir Mesleki ve Teknik Anadolu Lisesi

**LITHUANIA**
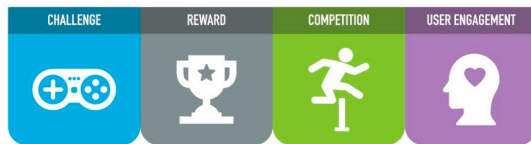Klaipeda "Vetrunge" gymnasium

# Gamified Courses and Happy Atmosphere At School

**START**

# WHAT IS GAMIFICATION?

It's the use of game thinking and game mechanics in non-game context to engage users in solving problems. It has been studied an applied in several domains with some of the purposes being to engage.



- Create classroom avatars
- Award badges
- Turn learning into class quests
- Connect classic games to school subjects

# GAMIFICATION EXAMPLES

Some examples of game elements that can be used to engage and motivate learners include:

- **Narrative**
- **Immediate feedback**
- **Fun**
- **"Scaffolded learning" with challenges that increase**
- **Mastery (for example, in the form of levelling up)**
- **Progress indicators (for example, through points/badges/leaderboards, also called PBLs)**
- **Social connection**
- **Player control**

**Classroom that contains some or all of these elements can be considered a "gamified" classroom.**

- **The best combination are the ones that create sustained engagement, consider the unique needs of the learners and do more than just use points and levels to motivate players. The most effective gamification systems make use of other elements such as narrative and connection with fellow players/learners to really capture the learner's interest.**



# GAMIFICATION TOOLS



- Brainscape
- Knowre
- Cerebriti
- Minecraft: Educational Edition
- Pear Deck; gamification tools
- Kahoot!
- Edmodo Gamification Tools
- Classcraft; gamification tools in class
- CodeCombat
- ClassDojo
- ChemCaper
- Quizlet
- Toovari
- The World Peace Game
- Play Brighter
- Quizizz
- Monster Kit
- Trivinet
- Arcademics
- Genially