Good: Duolingo

- The app uses different rewards to keep users engaged, like points and badges. It also has a leaderboard for hardcore users.

- The app adapts to the user’s learning pace and adjusts the difficulty of tasks based on that to match the user’s skill level.

- Simple, game-like visuals. It uses clean graphics, animations and easy to read fonts.

Poor: SimCityEdu

- Overly complex controls and mechanics, too steep learning curve. You’d spend more time trying to understand the controls and mechanics instead of learning.

- The game’s main focus of maintaining a city often didn’t align with the stuff the users were supposed to be learning. This led to users having difficulty connecting the gameplay with the lessons.

- There was a disturbing lack of support for teachers, as they only had access to limited resources and tools. There was also a lack of real-time feedback and post-game debriefing.

Alexander Willför, Aleksi Haavisto, Jaakko Antikainen, Teivo Hyvärinen