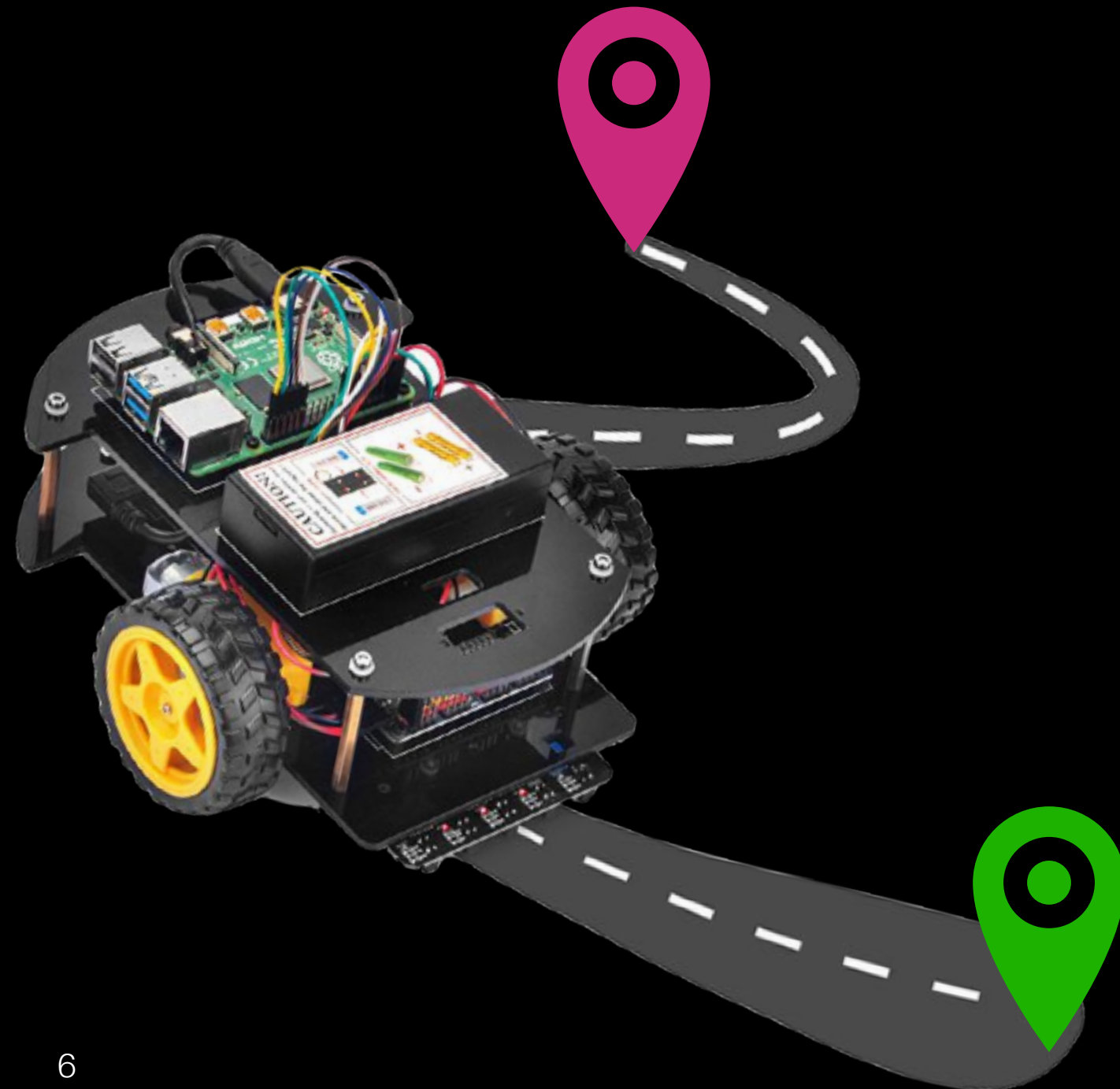


# Game Incentives in Engineering Practicals

Shallow Gamification  $\times$  Game-based Learning

*Wall of Fame*



# Game-based Learning (GBL)

- Not necessarily a digital game!
- Educational goals inhere with the game goals, i.e. **winning the game = achieving learning outcomes (LOs)**
- Drives struggling students to innovate new strategies for their learning
- Prepares independent learners
- Cultivates intrinsic motivation (interest in the subject) among students that lasts after class, i.e. **Life-long Learning**
- Greater knowledge retention, i.e. **information sticks**
- Game storyline interconnects topics, i.e. **say goodbye to “Table of Contents”**

