Professional skills week 3 – Paraphrase & cite 2 sources.

Paraphrase 1 –

This study focuses on students’ mathematical achievements and engagement over the course of a year in education, there was 28 students aged 14-15 in a flipped classroom which enhanced learning through gamification. The overall study proven that using gamification has increased the engagement with students and has promoted their mathematical growth allowing them to achieve more using mathematics opposed to traditional methods of teaching. (Lo, Hew, 2018)

Paraphrase 2 –

This study focuses on how most learning environments lack the ability to engage users, however by implementing gaming features into a learning environment with 266 participants can yield results that show a strong response to gamification in learning environments. The study outlines that students that spend a considerably longer time in the environments show better engagement. The study concludes with adding gaming features improve the cognitive engagement with students. (Lavoué, Monterrat, *et al.,* 2018)

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| References |  |
| 1 | Lo, C. Hew, K. (2018) ‘A comparison of flipped learning with gamification, traditional learning, and online independent study: the effects on students’ mathematics achievement and cognitive engagement’ [Online] DOI: 10.1080/10494820.2018.1541910  (Accessed 14 October 2019) |
| 2 | Lavoué, É. Monterrat, B. *et al.* (2018) ‘Adaptive Gamification for Learning Environments’ *IEEE Transactions on Learning Technologies* vol. 12, no.1 pp.16-28. |