GAMIFICATION TACTICS FOR ONLINE LEARNING EXPERIENCES Multimedia refers to an array of media types such as text, images, audio and content, and is used to convey meaning and enhance learning experience. CO-CREATION Let the participants help create their own lear is experience by designing or customising their learning path based on their needs and skill carling path care to their needs and skill care to their needs ____.CHALLENGES FEEDBACK A key part of gaming is getting immediate feedback either from the narration or other players. Ensure that participants receive comprehensive feedback from both facilitators and their peers as they complete different exercises throughout the learning experience, including through automated assessments. RE-TRIES Provide second chances on activities where possible so that participants can learn from their mistakes. This mimics games and helps to reinforce the learning. POINTS PROGRESSION REWARDS



