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GAMIFICATION AS AN INNOVATIVE TEACHING METHODOLOGY TO ENGAGE AND MOTIVATE LEARNERS FOR SUSTAINABLE TECHNICAL AND VOCATIONAL EDUCATION AND TRAINING

Janaka Jayalath

*Department of Multimedia and Web Technology, University of Vocational Technology, Sri Lanka
janaka@uovt.ac.lk*

Abstract: The use of game dynamics into Technical and Vocational Education and Training (TVET) delivery has started as an innovative step to improve learner engagement and motivation. This paper reiterates the potential of gamification as a teaching-learning method within TVET, highlighting its role in crafting a sustainable learning environment. After a comprehensive review of existing literature, this paper observes the theoretical background of gamification, its applications in TVET delivery, and the challenges and opportunities it provides. The potential of gamification to improve learning outcomes, enhancing competencies, and contribute to the long-term sustainability of TVET programs could be reflected as outcomes.

Keywords: Game Dynamics, Gamification, Motivation, Teaching Methodology, Sustainable TVET.