[remove/replace **anything** in the brackets *and* the brackets too]

**STAGE 2: TEMPLATE & GUIDELINES**

**Introduction**

Classroom pedagogy has been the same for a long time now. It doesn't differ much from the usual lecture in class or from the part where a student teaches. People typically get bored with things that stay the same and it can drastically affect learning habits. However, some people have adopted what is known as gamification, which transform a classroom setting to be more like a game. Experience points can be earned and students and levels can be gained by doing work.

**My Claim**

Gamification allows students to become more immersed in activities and help in the engagement of learning.

**Importance**

When people are interested in something, they tend to learn more. Thus, gamification would actually help students learn.

**Reason 1**

Learning from lectures is a pedagogy that doesn't allow any form of real interaction for learners.

**Details**

Learning from small classrooms can also be a bore because it requires people to sit still, making them less engaged. Christopher Pappas from eLearning says, "gamification gives learners the boost in motivation they need to become active participants in the learning process". (Pappas 2015)

**Counter-arguments to my reason**

If people aren't engaged in class, then they need to adjust their studying and learning behaviors.

**Rebuttal**

It's not always the student that's the problem because the way information is presented affects how they learn as well. Gamification gives students more motivation to learn because they want to be able to earn points and rank up.

**Reason 2**

A lot of people really enjoy video games and understand the system of xp and points incredibly well, so Gamification is easily understood.

**Details**

The idea of xp is easy to grasp and already well known so students wouldn't need much training to understand how the system works.

**Counter-arguments to my reason**

Not everyone enjoys video games and making a classroom into a game will deter some from learning.

**Rebuttal**

Gamification is always a simple implementation and creates a more interactive environment for students to learn. Because of this, students will be more likely to go to class. Noelle Micarelli from Cramer says, "People participate in gamified experiences for the same reason they play any game - the challenge is exciting, and the validation of gaining points or winning a prize feels good." (Micarelli)

**Reason 3**

Gamification creates a more friendly environment in the classroom and promotes teamwork, which is a skill greatly desired by companies.

**Details**

Teamwork allows people to share their knowledge with others and helps make new friends. David from P2P says, "the gamification of team building itself will not only revolutionize high performance teamwork, but it will make the kind of serious teamwork found in fortune 100 companies realistically accessible to just about any size or type of organization". (David H 2013)

**Counter-arguments to my reason**

Learning with others is often distracting and will detract from actual learning.

**Rebuttal**

In this case, it's playing games or working together on levels with other players and it's not distracting because people are immersed in the same game as one another, allowing for tactical gameplay and learning.

**Connections**

Gamification isn't about taking games directly into the classroom. It's about transforming it into a game itself. When students become incredibly immersed in a game, it's easier to focus. By making classrooms into games, students will be able to learn more.

**Conclusion**

Ultimately, Gamification helps students learn more by making them more engaged and immersed in activities where they rank up and earn xp for learning. Having fun while learning is the best way to go about it.

**Citations**

[Minimum of 3 credible sources, APA format, at least three in-text citations]

[Contributors' names (Last edited date). *Title of resource*. Retrieved from [http://Web](http://web/) address for OWL resource]

[in-text format]

[(author’s last name, last edited date)]

Christopher Pappas 2015, The Top Gamification Statistics And Facts For 2015 You Need To Know - eLearning Industry. (2015). Retrieved November 20, 2015, from <http://elearningindustry.com/top-gamification-statistics-and-facts-for-2015>

Noelle Micarelli, Why Is Gamification an Effective Way to Communicate Your Message? (2015). Retrieved November 20, 2015, from <http://cramer.com/story/why-is-gamification-effective/>

David H. 2013, Person 2 Person Engagement. Retrieved November 20, 2015, from <http://p2pengagement.blogspot.com/2013/10/the-gamification-of-high-performance.html>