

# GAMIFICATION OF LEARNING

Learn like you Play



# What is Gamification

Gamification of Learning is an educational method applied in classrooms to motivate students to learn by using video game elements.



## GOAL

To make learning fun & engage more students by capturing their interests and inspire them to get better in learning

\*For Gamification to occur, it must be applied in a non-game context like a classroom where the game elements are aligned with the learning of the regular classroom

## STORYTELLING IN GAMIFICATION

Storytelling plays a key role in game design. You tend to engage in games with stories and characters. Games get more engaging when you can collaborate and compete with others globally, solve new challenges, take decisions and create strategies to win. The only ability to earn points and overcome levels doesn't simply engage.

## BENEFITS OF GAMIFICATION

The best language is the language understood by everyone. Students love to play games. Hence, they understand the language of game elements making it an easy medium for teachers to communicate with their students. Students are most engaged while playing games. It is dynamic, interactive, helps them build relationships and it is fun. Students tend to do better as learners when the aforementioned factors are in play. They experience a feeling of belonging, freedom, and ability. It is a way for students to acknowledge who they are as learners.

-  **STUDENTS OWN THEIR LEARNING**
-  **FREEDOM TO MAKE MISTAKES**
-  **STUDENTS HAVE FUN WHEN THEY LEARN**
-  **DIFFERENTIATED INSTRUCTION**
-  **STUDENTS CAN SEE THEIR PROGRESS**
-  **ENGAGING STUDENTS WITH SPECIAL NEEDS**



# HOW CAN TEACHERS **GAMIFY** THEIR CLASSROOM



## STUDENTS AS CO-CREATORS

Encourage your students to participate, while setting learning goals for your gamified classroom. Ask their opinions, get their feedback while designing the class model, and remodel as it progresses. This puts students in the driving seat where they take decisions on what and how to learn which boosts their decision-making abilities.



## ALLOW SECOND CHANCES AND THIRD

Game elements work at the core for gamification to succeed in education. In games, we get multiple chances so we can do it better. We can fail. So, we must model a system which gives them chances to try and learn from their mistakes.



## PROVIDE INSTANT FEEDBACK

Games give us constant feedback on every action that we take. We are constantly updated on how we are doing. Make a wrong move and you lose a point or lose a life. If a feedback system is applied in the classroom, it will improve student performance and make them aware about their shortcomings.



## MAKE PROGRESS VISIBLE

Most of the games have progress bars, checkpoints, levels which displays the player's progress. In a gamified classroom, facilitators can review and give constructive feedbacks with different types of badges and checkpoints. Facilitators can inspire students to set learning goals which they must pursue together as a team.



## CREATE QUESTS OR CHALLENGES

Games use quests, patterns, challenges, to engage users. If these elements applied in classroom will create a learning space where students want to go back, e.g., a math problem can be presented as a puzzle which must be solved to unlock the treasure.



## GIVE STUDENTS OPPORTUNITIES

While finishing a challenge, we are often rewarded with extra lives. This has a direct impact on the outcome of the game. Give choice to students to demonstrate their learning in the way they like e.g. present in groups, make a video, write an essay, or create a game around. These methods can help students achieve their learning goals.



## MAKE IT REWARDING

Incentives like honors, badges, and reward points in a game boost player's morale. If students are offered badges and reward points for achieving their learning goals, it will boost their confidence to do better next time.



## CELEBRATE STUDENT'S EFFORTS

You can as a teacher give power-up or give skills badge to the students to recognize their accomplishments in front of the whole class. The power-ups can be in the form of decision-making where the winner decides the next learning goal or any class activity. These measures can be taken to encourage entire class to continually strive to be better at what they do.



## USE TECHNOLOGY AS A TOOL

In the 21st century, technology has become an integrated part of our day-to-day life. Children now born are growing around technology and are familiar with it. Education technology if applied can be utilized as a tool to enhance student's gamified classroom experience. It can be achieved by using classroom management software and rewarding students on results based on that e.g. reward them for regular attendance.



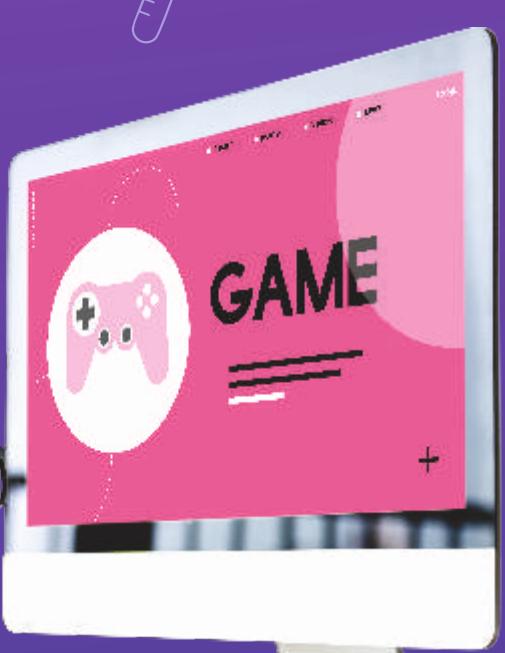
## DEVELOP 21<sup>ST</sup> CENTURY SKILLS

Gamification in education is aimed to develop skills such as Problem-Solving, Creative Thinking, Critical Thinking, Collaboration, and Communication. To learn these skills, students must work in teams and communicate across different disciplines.



## CONCLUSION

Gamification is paving the way for innovative ways of facilitating learning. It can transform traditional classrooms to a learning space where students learn life skills, nurture collaboration and creativity, and motivate students to upgrade their learning.



MindBox is an initiative in the Creative Education Field with an aim to develop and expand the Creative and Life Skills of students by conducting diverse STEAM based programs in Schools.

