# GAME BASED LEARNING-GAMIFICATION

## INTRODUCTION

Games, in any form, increase motivation through engagement. Nowhere else is this more important than education. Nothing demonstrates a general lack of student motivation quite like the striking high school dropout rates. Educators have tested this theory and seen positive results. There are a variety of ways to introduce your classroom to the gamification of education and we're providing you with just a few ideas.

We hope to spark a discussion on gamifying education so that educators can discuss the topic more thoroughly and provide examples in which they have used gamification to make learning more engaging. The use of games allows students to fail, overcome, and persevere.

Students are given a sense of agency—in games, they control the choices they make, and the more agency students have, the better students do.

Those who resist gamification in education often cite its improper use of rewards as a motivator. Critics argue that relying on games can be detrimental to intrinsic motivation. Receiving a badge for a job well done is meaningless without an understanding of what specific skills this badge rewards. We agree; games can't be used to replace pedagogy, but can be used to enhance the overall learning experience.

Usability and accessibility of the game based methods Advantages and disadvantages game based usages in educational processes A range wide of games that can be used covering different content and activities to support learning and communication Best practice approaches and practical examples for using game based tools and methods of games & gamification in education in different countries Responsible and safe use of game-based learning Group sharing sessions to enable applying the social games in their classroom settings Designing, planning and writing sample units of lesson plans that deploy the game based methods & gamification approaches Know how to use the different features of game based learning & gamification in education Know how to choose Serious games for school education Learn how to use game based for iPad, Android, Win8 and other mobile devices in learning

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| **Day 2** | • Gamification in context<br>• Small, Safe Steps for Introducing<br>• Games to the Classroom<br>• The Benefits of Constructionist Gaming<br>• Game-Based Learning: Resource Roundup Games to Teach Financial Literacy |
| **Day 3** | • Gamifying Your Class to Meet the Needs of All Learners<br>• Teaching Empathy With Video Games<br>• Gamification in Education<br>• Using Gaming Principles to Engage Students Interactive Fiction in the Classroom |
| **Day 4** | • Defining your own materials and presentations<br>• Advantages and disadvantages game based usages in educational processes<br>• A range wide of games that can be used covering different content and activities to support learning and communication |
| **Day 5** | • Responsible and safe use of game-based learning<br>• Group sharing sessions to enable applying the social games in their classroom settings Designing, planning and writing sample units of lesson plans that deploy the game based methods & gamification approaches |
| **Day 6** | • Know how to use the different features of game based learning & gamification in education<br>• Know how to choose Serious games for school education<br>• Learn how to use game based for iPad, Android, Windows and other mobile devices in learning. |

Increases learner engagement.

Makes eLearning fun and interactive.

Improves knowledge absorption and retention.

Gives learners the opportunity to see real world applications.

Enhances the overall learning experience for all age groups.

Positive attitude towards learning.

There are many subjects that students are usually not fond of.

Improved Attention Span.

Reduced Disruptive Behaviour

Improved Student Thought Process.

Better Communication Skills

## OUTCOMES

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