

Co-funded by the
Erasmus+ Programme
of the European Union



Gamification



Gamification

What is gamification?

Gamification in education refers to **implementing the elements of gaming in education activities**, that is in non-gaming contexts.



Some ways of doing it are:

1. modify the scoring system to **include gaming points** and **awards**



2. introduce **levels of progress**

3. offer **instant feedback**

4. introduce a **constructive battle between good and evil**



The term “gamified learning” refers to **learning achieved through the use of games or videogames**, which may sometimes start out as entertainment tools but are then used to achieve an educational objective.

Gamification is a great method to stimulate curiosity and engagement: **tools like quizzes help students to learn**, because these tasks involve thinking back to information previously learned and bringing it to mind. The core principle behind gamification is very simple: if we have fun, we get better results.





MEGA is a quiz-based learning project: we believe that quizzes help with concentration, identify gaps in knowledge, and build confidence.

1. **Concentration:** when you're playing a quiz you have to keep your mind on what you are doing. This means that quizzes do help children concentrate. Reading from textbooks often fails to grab our attention.
2. **Gaps:** The quickest way to find out how well you know a subject is to play a quiz! Any questions you answer incorrectly, immediately show you where your knowledge is lacking.





Last but not least...

3. **Build confidence:** The more often you play quizzes the better you get at them and the more you know. Seeing how much he/she has improved, gives a student the confidence to know they are progressing.





When we use quizzes:

Quizzes can be used for initial assessment, or at the end of a course (summative), or as learning activities at different stages within the course (formative).

If you want your quiz to accurately measure the learner's ability to apply their newfound knowledge and skills, the questions need to be as realistic as possible. Remember: keep questions clear and simple, don't try to trick the learner.



Thank you for your attention and remember:

We ALL have a responsibility
to hinder the spread of
misleading information.

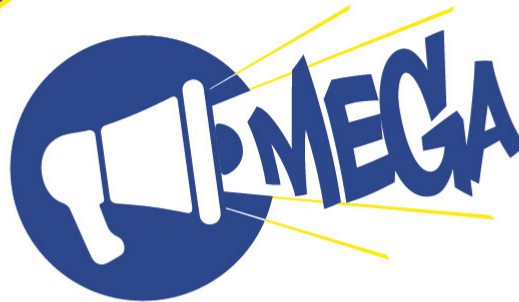
BE ACTIVE!

Don't expect immediate changes.

It takes courtesy and patience to stop
people spreading disinformation.

Talk with your family and friends.





www.mega.bupnet.eu



Co-funded by the
Erasmus+ Programme
of the European Union

The European Commission's support for the production of this publication does not constitute an endorsement of the contents, which reflect the views only of the authors, and the Commission cannot be held responsible for any use which may be made of the information contained therein.