

**A Different Model In Interdisciplinary Teaching
Physical Education and STEAM
(PE-STEAM)**

2023-2-IT02-KA210-SCH-000178106



PE-STEAM Project
GBL&Gamification In Education

DENGGE Education Science and Youth Association

What Is Gamification

GAMIFICATION



USER ENGAGEMENT



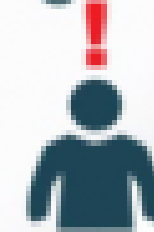
REWARD



ACHIEVEMENT



MOTIVATION



LEARNING



CHALLENGE

Introduction

- Gamification has gained significant attention especially in educational contexts. The trend of integrating gamification into education is increasing due to the advancements in technology which allows more digital learning environment.
- Simply put, gamification is not about a game, but about the use of game elements in a non-gaming context. It is a method in which one or more game elements are processed for better transfer knowledge.





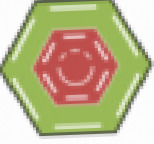
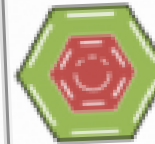


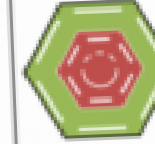










Introduction



- These methods can include points, leaderboards, direct competitions and stickers or badges. A similar definition of gamification is that a set of activities and processes to solve problems by applying the properties of games. By gamifying education, students are interacting with classroom material in a new and fun way, and retaining the information they learn for longer.

Game Based Solutions Matrix

	Game Aesthetics	Game Elements	Virtual World	Game Play	Entertainment
Playful Design					
Gamification					
Simulation					
Serious Game					
Game					



Introduction



- The use of game elements is the heart of gamification. The way the elements are used impacts the affective, behavioral, cognitive and social cultural engagement. For instance; the more elements are integrated as socialiser the more a game is robust in terms of social-cultural perspective.

Periodic Table of Gamification Elements

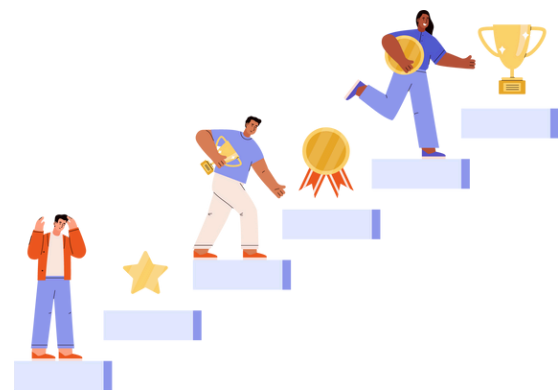


1 Rr Random Rewards									2 Fr Fixed Reward	3 Td Time Dependent	
4 Ob On-boarding	5 Si Signposting	6 La Loss Aversion	7 I Investment					8 Pf Progress / Feedback	9 T Theme	10 N Narrative	11 C Curiosity
12 Tp Time Pressure	13 S Scarcity	14 St Strategy	15 F Flow	16 Co Consequences	17 Gt Guilds / Teams	18 Sn Social Network	19 Ss Social Status	20 Sd Social Discovery	21 Sp Social Pressure	22 Cm Competition	
23 Ch Challenges	24 Ce Certificates	25 L Learning	26 Q Quests	27 Lp Levels / Progression	28 Bb Boss Battles	29 E Exploration	30 Bc Branching Choices	31 Ee Easter Eggs	32 U Unlockables	33 Ct Creativity Tools	
34 Cu Customisation	35 Ap Altruistic Purpose	36 Cg Care Taking	37 A Access	38 Cn Collection	39 Gs Gifting / Sharing	40 Ks Knowledge Share	41 P Points	42 Pr Prizes	43 Le Leaderboards	44 B Badges	
	45 Ve Virtual Economy	46 Lo Lottery	47 Ip Innovation Platform	48 V Voting	49 Dt Development Tools	50 A Anonymity	51 Lt Light Touch	52 An Anarchy			

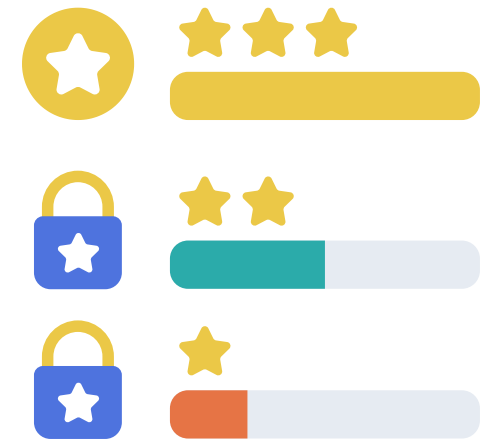
- Reward Schedule
- General
- Socialiser
- Achiever
- Free Spirit
- Philanthropist
- Player
- Disruptor



Benefits of Gamification in Education



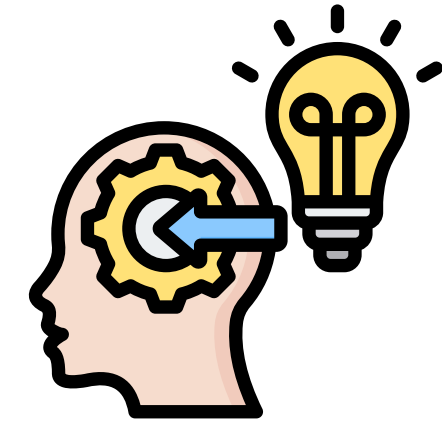
- Learners have control over their own learning.
- Learning becomes fun and thus motivates intrinsically.



- Learners act more comfortable in a learning environment in which gaming exists.
- Gamification sparks students' curiosity.



- Gaming makes addiction to learning.
- Gamification provides real-time feedback.



- It offers situated learning and augments retention of knowledge.



How Can I Gamify Education In My Classroom?



Gamification in grading:

Each assignment and each test feels rewarding, rather than disheartening. Using experience points allows educators to align levels with skills and highlight the inherent value of education.

Award students with badges

As students watch tutorials and complete tasks, award them points and badges to track progress and encourage perseverance. It's important to add value to badges, such as bonus points, skill levels, etc.



Integrate educational video games into your curriculum

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.



How Can I Gamify Education In My Classroom?



Implement a class-wide rewards system

Each assignment and each test feels rewarding, rather than disheartening. Using experience points allows educators to align levels with skills and highlight the inherent value of education.



Gamify homework assignments to encourage informal learning

We Educators hope that games will eventually transform learning into informal settings. There are not enough hours in the day for an educator. Games allow curiosity and learning to continue long after the bell rings.

Summary





Point systems

- Perks:
- Build motivation
 - Track progress
 - Increase engagement



Leaderboards

- Perks:
- Builds team-work spirit
 - Develops a competitive frame of mind



Badges

- Perks:
- Students feel recognized
 - Drives more enthusiasm



Challenges

- Perks:
- Promotes critical -thinking
 - Builds persistence
 - Evolves go-getter attitude



Surprises

- Perks:
- Channelizes enthusiasm
 - Reflects individual personalities



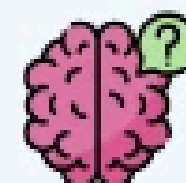
Avatars or Role-playing

- Perks:
- Induces creativity
 - Builds strong communication skills
 - Impacts overall personality



Quests

- Perks:
- Encourages collaboration
 - Teaches information gathering & sharing
 - Builds patience & problem-solving skills



Quiz

- Perks:
- Promotes brainstorming
 - Builds confidence
 - Turns information into knowledge



Thank's For Collobration



Resource page

