# Gaming and Game Based Learning:

# Digital Game means..

- Any game played using an electronic device, either online or stand-alone
- The result of the interaction builds an interactive and virtual environment that enable the players to engage with the content
- Digital games provide a virtual environment where students are not limited by physical space or hands-on access to learning materials

# Digital Game Based Learning (GBL)

- It is an instructional method that incorporates educational content or learning principles into digital games by engaging learners.
- Game based learning describes an approach to teaching, where students explore relevant aspect of games in a learning context designed by teachers.
- Teachers and students collaborate in order to add depth and perspective to the experience of playing the game.
- Good game-based learning applications can draw us into virtual environments that look and feel familiar and relevant.

# Gamification vs Game Based Learning

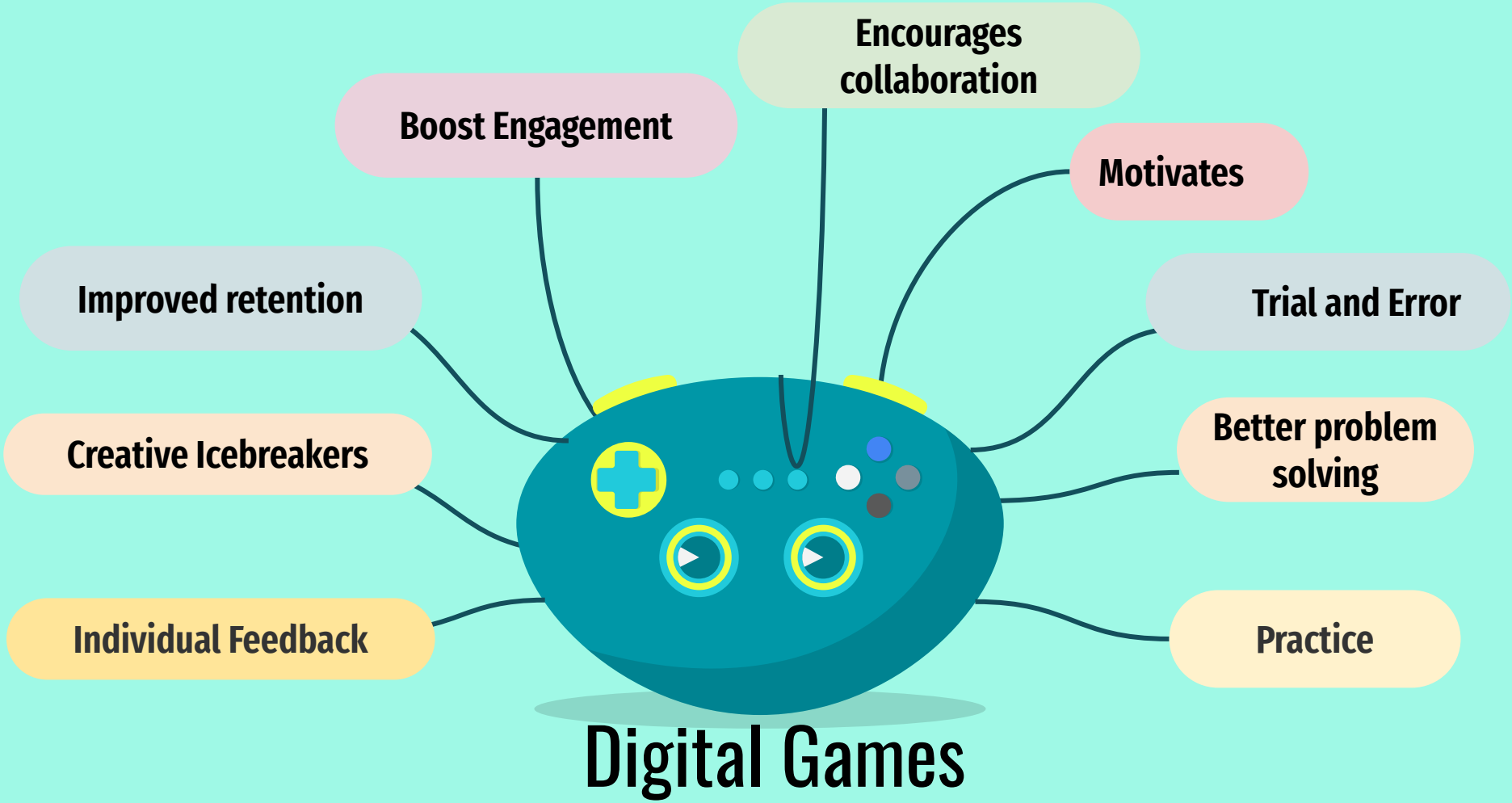
| Gamification | Game based learning |
| --- | --- |
| Adding game components to the course. | Meet desired learning outcomes. |
| Introducing game mechanics to a non-game setting to encourage engagement. | Learning is the result of playing the game. |
| Includes extrinsic rewards such as badges and awards. | Can be achieved using customised or off-the-shelf games. |
| Can be flexible as per user requirements; as in choice of time, pace and environment. | Can be accomplished with tactile or digital games. |
| Always for choice, as it is not always a linear learning path. | Could include simulations to allow learners to experience the learning. |

# Why Digital Games?

01

02

03


Encourages collaboration
Boost Engagement
Motivates
Improved retention
Trial and Error
Creative Icebreakers
Better problem solving
Individual Feedback
Practice
Digital Games

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# GAMIFICATION *for* LEARNING

**Vignesh Mukund**

GAMES FOR LEARNING
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SDG 4.7

# Building Kinder Brains

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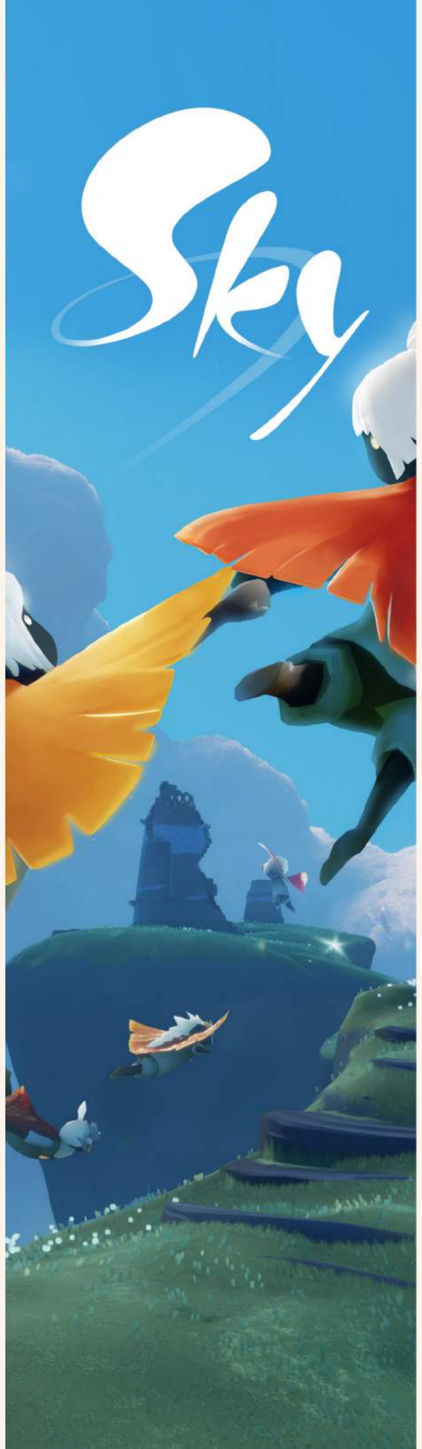
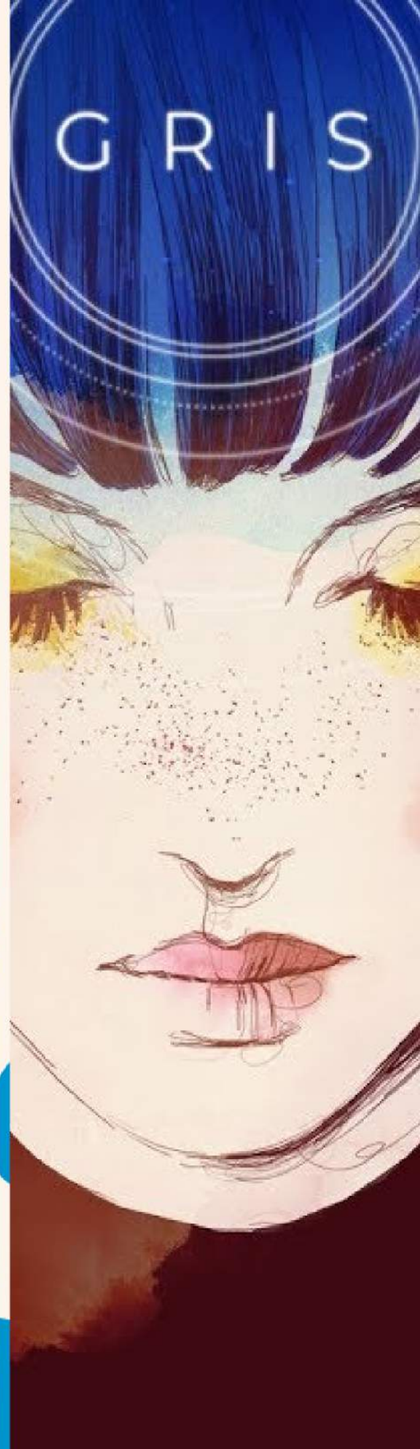
# GAMES *for* LEARNING





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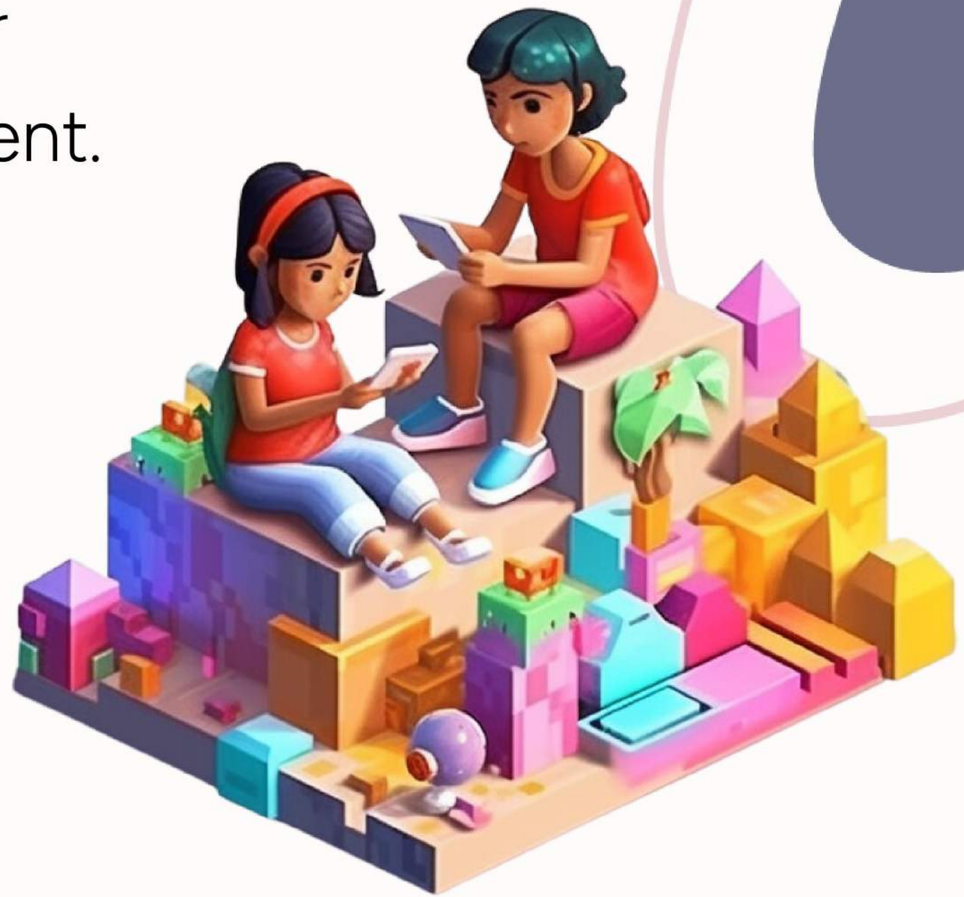
# *gaming*

refers to the **act of playing video games** or engaging in an interactive digital environment.

# *gamification*

is the **application of game elements** and mechanics to non-game contexts, such as education



# gamification

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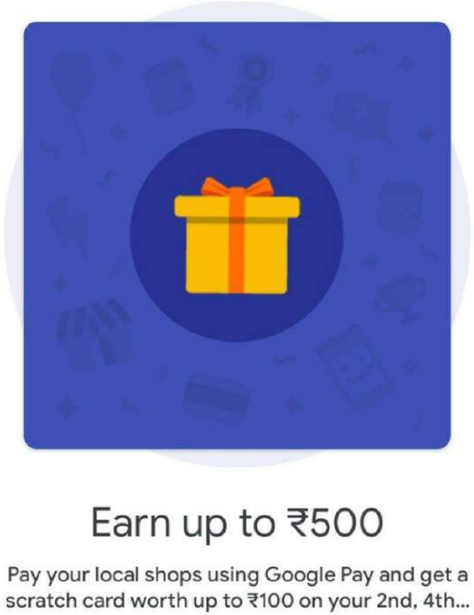

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# techniques

points, badges, leaderboards

rewards, incentives

progression, leveling up

collaborative challenges

storytelling, narrative

# why gamification?

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motivation

active participation,
hands-on learning

engagement,
persistence

personalized,
adaptive learning
pathways

immediate feedback,
assessment opportunities

duolingo

# gamifies learning

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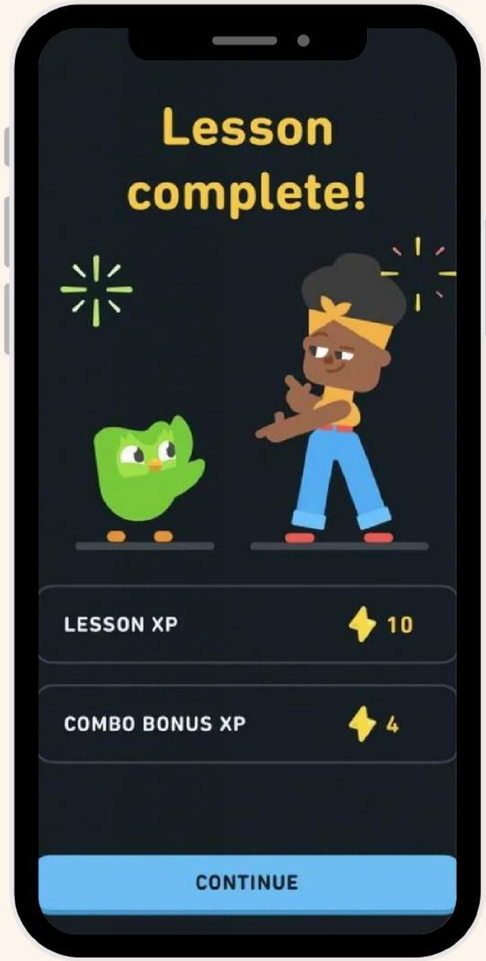
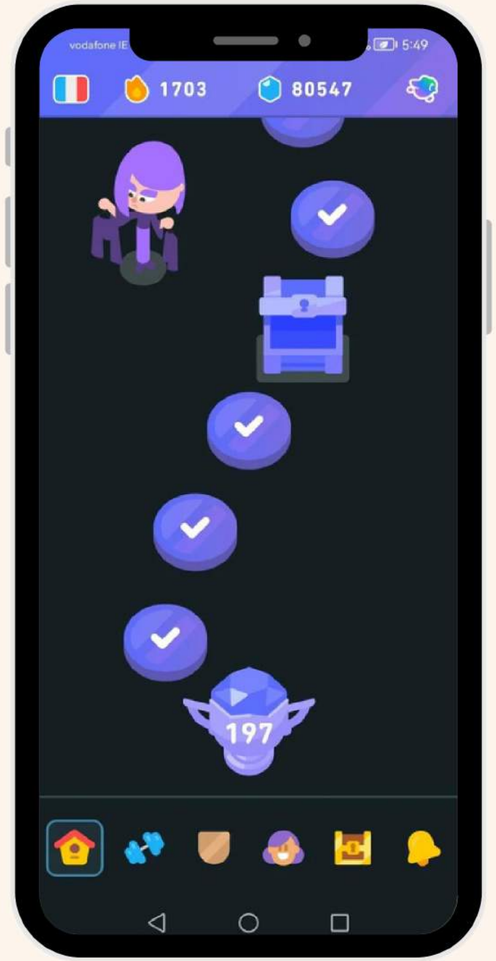
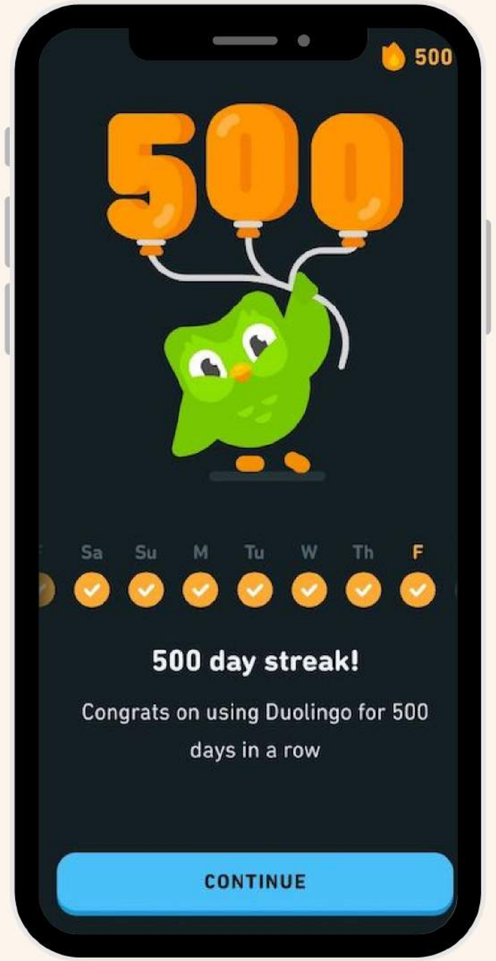



XP AND POINTS




LEVELS




STREAKS

# how Kahoot! gamifies assessments

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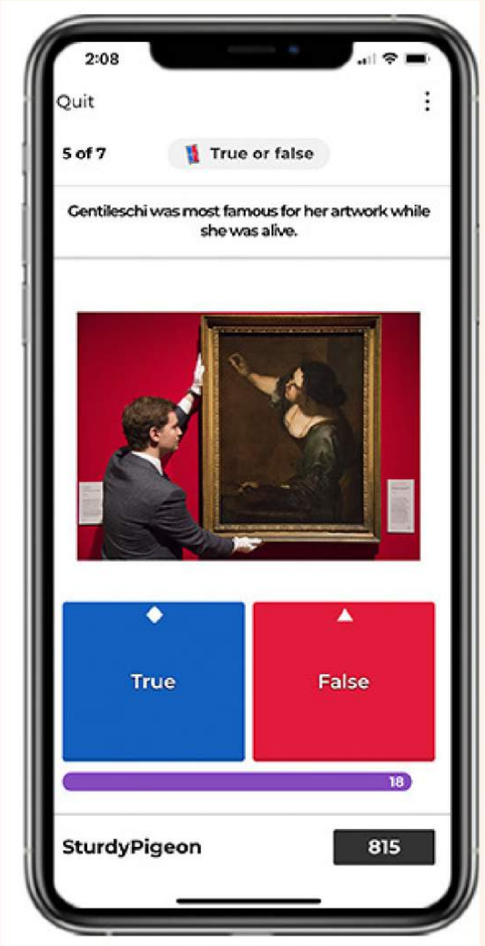


TIMER

LEADERBOARD

# challenges

balance fun with learning

over-reliance on rewards

ensuring inclusivity and accessibility

overcoming resistance and skepticism

# summary

gamification has the power to transform education by engaging minds, empowering learners, and making the learning experience more enjoyable and effective

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# *thank you*

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