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.

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-games contexts, such as education.

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.	Learning outcome 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?

Encourages collaboration

Boost Engagement

Motivates

Improved retention

Trial and Error

Creative Icebreakers

Better problem solving

Individual Feedback

Practice

Digital Games

Challenges

- Balance fun with learning
- Over reliance on rewards
- Ensuring inclusivity and accessibility
- Overcoming resistance and skepticism

Thank You