

## GAMIFICATION: ADVANCING EDUCATION

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When someone is playing computer games, there are different ways as to how one perceive it. There are people who sees it as non-essential activity among the students whom are supposedly studying, there are some on the other hand, whom are seeing the computer games as an augmented part of studying.

Whatever the choices one has in the development of this idea on mind regarding gamification, one might consider the following such:

Interest of the learner;

The type of games one is playing;

The development of the games as to studying part

The games which one has on mind is always dependent on what the learner is seeing and has motivation and interest. Some might see this as unusual especially for those who do not like the gamification as part of their current strategy in their teaching career. However for those who are currently involved in the development of new trends in education, this currents et up of the educational strategy may serve as one best experience for those students whom are in their gamification zone.

One might actually think that there are big differences on the previous styles of teaching and learning, but if one may look more closely the gamification zone could actually be the same with the previous styles, such as this might offer the following:

Development of the different learning styles

Development of the Intelligence of the Students

More online socialization

More logical way of solving problems.

The experiences which they could not have in the field while pandemic or is impossible for them to experience or either limited for them to experience, they might experience it on the gamification zone. Conclusively, it is one of the most awaited strategy among the new generation and set of learners.

*References:*

Thuy,P. (2022). 10 Popular Trends in Education.

<https://atomisystems.com/elearning/10-popular-trends-in-education/>.