# GAMIFICATION IN EDUCATION: THE FUN IN LEARNING

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Teaching diversity of students also requires a diverse strategy in teaching. Gamification in education talks about applying gaming strategies to improve learning and make it more engaging for students. Incorporation of game-based techniques in education can instill lifelong skills such as problem-solving, critical thinking, social awareness, cooperation, and collaboration. Games can also motivate students, improve grades, increase their interest, reduce the rate of attrition among learners and enhance their cognitive abilities. With this, students can improve their particular skills and optimize their learning in an enjoyable manner.

Based on the gamification theory in education, learners learn best when they are also having fun. Not only this, but they can also learn best when they have targets, goals, and achievements to reach for. With the advancement in technology, teachers can develop and create suitable game-based motivation or drills to encourage and engage students in active participation. The opportunity to think outside of the box is also achieved since tasks are no longer just about filling in a worksheet. In online learning, it is not always as engaging as in a physical classroom, and lectures and lessons can be tricky for young students, as it's harder to engage them and there are distractions all around. Gamification is a great way to make online learning just as exciting as in-person learning.

When implemented properly, gamification in lesson learning makes the teaching and learning process more fun at the same time achieves the objectives. It can be a tool that can build motivation and interest, in effect, reduces student-driven issues in the teaching and learning process.

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