

## THE USE OF GAMIFICATION IN EDUCATION

*by:*

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In recent times, the conception of gamification has gained significant attention in the field of education. Gamification refers to the integration of game rudiments and mechanics into non-game environment, akin to education. This approach aims to enhance pupil engagement, stimulus, and learning result by making educational pursuit more pleasurable and interactive.

One major benefit of gamification in education is its capability to foster innate stimulus among learners. By incorporating rudiments like points, tokens, leaderboards, and situations into educational tasks, learners are encouraged to laboriously share and contend with their peers. This not only increases their enjoyment but also promotes a sense of achievement and mastery.

A study conducted by Haide O. Bangcaya, et al, named Play as You Learn Gamification and Its Effect On The Learning Outcomes And Motivation Of Students In Science the results revealed that participants who were exposed to game-based literacy conditioning scored significantly advanced than the conventional group. Also, those in the experimental group were more motivated relative to attention, confidence, and satisfaction. Grounded from the empirical study, educational game- based literacy strategy showed effective results. A positive relationship between learning issues and stimulus attained from learning analytics and data mining ways could also give parents, teachers and other stakeholders more applicable engaging literacy stimulus and sound educational decision-making. Also, in a study conducted by Professor Resty C. Samosa and company titled "Gamification as an Innovative Strategy to Improve Learners'

Writing Skills,” gamification can be a strong approach for motivating and changing the conventional aspects to complete specific tasks, indeed if the tasks are monotonous. Likewise, games-based literacy can make a significant involvement to conducting rudimentary skills to children/learners who struggle to learn these capabilities in other ways, and teachers must assess the usability of similar games if they're to be applicable for this specific target population. Still, it's critical to integrate gaming features into the operation in a way that meets the objective of keeping players engaged. The game aspects serve as external motivators originally, then shift to more potent, natural motivators latterly. Following that, gamification must be well- thought - out and adeptly applied.

Likewise, gamification can give immediate feedback to learners. Through real-time scoring systems or progress gauge, learners can cover their performance and identify areas for enhancement. This moment feedback helps them develop a growth mindset by encouraging them to persist in their endeavor towards achieving mastery.

Also, gamified learning environment offer substantiated gests acclimatized to individual learners needs. By conforming difficulty situations grounded on learner progress or equip fresh challenges for advanced learners, gamification ensures that each learner is meetly challenged without feeling overwhelmed or wearied.

Still, it's important to note that while gamification has its advantages, it shouldn't replace traditional tutoring styles entirely. Rather, it should be used as a reciprocal tool alongside other educational strategy. When enforced without proper planning, it can be inimical and can beget more confusion. Gamification could also lead to a thinking with “fake achievement”, or, according to Lee and Hammer authors of the paper “Gamification in Education What, How, Why Bother?” educate learners that they should learn only when handed with external rewards.”

The use of gamification in education has proven to be an effective approach for enhancing pupil engagement and provocation while promoting meaningful literacy

gests. By using game rudiments within educational environment, teachers can produce dynamic literacy surroundings that feed to individual requirements and foster a love for lifelong learning among learners. Gamification is the use of game rudiments and mechanics to produce engaging and motivating literacy gests. It can help learners develop skills, knowledge and stations that are applicable for their academic and particular growth.

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