

GAMIFICATION IN THE CLASSROOM: A REVOLUTIONARY METHOD OF INSTRUCTION

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Education is undergoing a substantial transition with the integration of novel technologies. An example of a significant change in thinking is the integration of gamification into conventional educational settings. Gamification is the utilization of game features and ideas in situations that are not games, with the purpose of captivating and inspiring people. Within the field of education, this technique has demonstrated significant potential to augment student involvement, motivation, and overall learning achievements.

An essential benefit of incorporating gamification into education is its capacity to harness the innate drive of students. The Self-Determination Theory (SDT) posits that autonomy, competence, and relatedness are intrinsic psychological demands that serve as primary motivators for human behavior. Gamification efficiently fulfills these requirements by granting learners a feeling of autonomy through the freedom to choose, cultivating competence through engaging in challenges and constructive feedback, and encouraging social engagement to develop a sense of connection.

In a study conducted by Anderson and Dron (2011), the researchers examined the effects of incorporating gamified features on student motivation. The results revealed a notable rise in levels of student involvement. By integrating gaming mechanisms, such as points, badges, and leaderboards, students were given explicit objectives and prompt feedback, so strengthening their sense of achievement.

Studies indicate that the implementation of gamification has a beneficial impact on learning outcomes by fostering an engaging and participatory learning environment. Hamari et al. (2014) did a meta-analysis where they examined 24 research to assess the effects of gamification on several outcomes, such as learning, motivation, and engagement. The findings demonstrated a substantial positive impact on these variables, underscoring the capacity of gamification to augment the educational process.

Moreover, gamification has proven to be effective in a wide range of educational environments, spanning from elementary schools to tertiary education. An example is a study conducted by Caponetto et al. (2014) which investigated the implementation of gamification in a programming course at the university level. The study showed enhanced student performance and heightened interest in the subject matter.

Gamification promotes cooperation and interpersonal engagement among students, generating a feeling of camaraderie within the educational setting. The incorporation of multiplayer features and cooperative tasks improves interpersonal engagement, enabling the exchange of knowledge and fostering teamwork.

In a study conducted by Morschheuser et al. (2017), the researchers investigated the influence of social gamification on learning outcomes. The findings revealed that students who participated in collaborative activities showed significantly greater levels of motivation and achievement. The use of gamification in education not only improves the learning experience but also equips students with the necessary skills for real-world collaborative projects.

The utilization of gamification in education is becoming a prominent method of learning that harnesses the motivational influence of game components to improve engagement, motivation, and overall learning achievements. Multiple research provides evidence that gamification has a beneficial effect in a wide range of educational environments. With the ongoing progress of technology, educators should actively

investigate and adopt inventive approaches such as gamification to establish dynamic and efficient learning environments.

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