UNLOCKING ENGAGEMENT: HOW GAMIFICATION REVOLUTIONIZES THE CLASSROOM

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Over the past few years, there has been a growing acceptance of gamification by teachers across the globe, including Filipinos who want to develop student engagement and learning outcomes. Gamification is the use of gaming components and mechanics in non-game situations to enhance engagement among learners (Christopoulos & Mystakidis, 2023).

The main idea behind gamification is to integrate elements like points, puzzles, badges, challenges, and incordporate leaderboards and rewards into the teaching process. As such, they are designed to foster a sense of achievement among students, create healthy competition among them, or simply promote students' collaboration in an attempt to make learning more fun and beneficial. Gamification is used across numerous educational areas, many learning levels as well as various settings (Zeybek & Saygı, 2024). In other words, using gaming techniques in education enables one to transform ordinary class activities into thrilling adventures that keep learners engaged.

Games can make students interested in the lesson and keep them engaged throughout a learning session. Teachers can make their lessons more interesting for students through incorporating some games, which also increases the rate of attendance and participation.

In addition, this may also motivate the learners and make an effective transition to the lesson at hand. This reward system of gamification encourages perfectionism among

students. Points, bonuses, badges or rising up on a leaderboard in each game played all give some tangible sense of progress and accomplishment.

According to Putz et al. (2020), gamification has a positive influence on knowledge retention. Interactive and enjoyable learning experiences delivered through gamified learning sessions are more easily remembered. Furthermore, key concepts and skills can be reinforced through gamified activities, which can facilitate information retention by students as well.

Many gamified activities require learners to work as a team, building their social skills and cooperative learning. A sense of community develops in the classroom as students learn to work together towards common objectives.

Gamification often comes with instant feedback that enables students to have a quick understanding their performance and areas of improvement. This is essential in identifying knowledge gaps that requires attention.

Filipino teachers can integrate gamification into their classrooms using different techniques and tools applicable within the Philippine educational setting. One of the most effective ways is through digital platforms and apps. Today, there are several educational apps or platforms offering gamified learning experiences. Such tools include Kahoot!, Quizizz, Quizalize, ClassDojo, which allow educators to create quizzes and interactive lessons while monitoring how learners are performing.

By applying gamification, teachers can design challenges and quests related to the curriculum. An example is a history teacher organizing a scavenger hunt for historical facts or a chemistry teacher setting up a laboratory competition.

Teachers may also use a rewards system from playing games that have relevance to the lesson. The learners will be motivated if they receive academic achievement awards

including points, badges, rewards on good behavior among other participations they partake in making them feel recognized at all times they participate in class activities.

Furthermore, stories are told through role-playing simulation game because it makes literature more immersive than any other form of art education like history or social studies; this gives life another dimension that has no meaning apart from our own constructs about it we establish ourselves Students will become deeply involved with texts by taking on roles as historical characters or fictional figures used in storytelling.

Similarly, simulations and educational games foster hands-on learning experiences too. Math's being one such subject along with science and economics where one gets to apply the same in virtual situations, exposing students to practical problem-solving facilities. For instance, teachers with access to internet may search for games and simulations that can be integrated into their learning.

Even though gamification holds a lot of potentials, it possesses some difficulties. Gamification in the classroom might not touch on the subject matter properly causing less engagement during discussions. Teachers may also feel fatigued engaging in games frequently. Another challenge of integrating gamification into teaching is technical limitations of digital games, lack of technology and internet in schools, screen and game addition problems and health/psychological issues (Demirbilek et al., 2022).

The power of gamification lies in making educational processes enjoyable and rewarding. Filipino instructors will be able to make this transformational shift from traditional education to interactive experience in the classroom setting by adopting this method. By embedding elements of play thoughtfully within their teaching practices they might be able to impart a passion for knowledge, increase learner motivation as well as enhance overall student learning outcomes. Success in any educational strategy is contingent upon careful planning, creativity with rationale understanding of learners' needs and preferences at hand.

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