

TECHNOLOGICAL GAMIFICATION: A ROUTE TO AN ADVANCED CLASSROOM ENVIRONMENT

by:

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It remains a challenge for teachers to keep the teaching and learning process interesting for students. One of the most recognized reasons is the attention span of learners which become shorter, caused by their exposure to the internet of things. Even the artificial intelligence is slowly getting to the vocabulary of learners, leading to difficult challenges coming ahead for teachers. Just imagine, that students are now more knowledgeable about how to navigate the internet, making us teachers to be digital immigrants and them to be digital natives. Indeed, that fact cannot be denied as the advent of technology is unequivocally invading the minds of the learners. In line with this, though uncontrollable, teachers still have the whole power to manipulate the teaching and learning process. That is, through technological gamification, which can be a way to establish an advanced classroom environment.

Technological gamification refers to the new trend in educational classrooms from where teachers involve the use of game-like strategies to make learning more interactive and enjoyable for learners (Kurt, 2023). It was discovered out of exploration, with the advent of technology, aiming for a goal which is to make classroom more inspiring for students. The burden of longer lecture times and other repetitive tasks makes it hard for learners to keep on track as they often seek a more meaningful learning experience. Most especially, this time that the use of technology keeps them more interested than listening to a teacher-centered lecturing approach. As teachers, the challenge is to keep learning more trendy and leave the tradition behind.

In line with this, technological gamification offers a better solution to keep learning more interesting. Through game-like activities such as competing, doing a task with a timer, working with a team, and earning rewards or points, surely, the fun is waiting ahead. An example of a website to use is the Blooket, which according to EdTech Books, is a gamified platform for learning where teachers serve as hosts to post questions or activities, and students answer on their own devices connected to the same game code or site. Another examples are the Quizizz, Kahoot!, Pear Deck, and Nearpod, which function as a site for an interactive online platform where students answer questions earning points and other rewards. Photos and images can also be added to make the quiz more interactive. A Class craft, according to the University of Denver, is an online gamified classroom tool which can utilize the entire instruction and modify it through making a collaborative and engaging activities for students. Through research, there are already numerous websites and applications which support a gamified approach to teaching and learning.

However, in order to make gamified activities to transform a classroom environment, one requires a teacher to be technologically explorative. Teachers are the one who manages the websites or applications, hence, without them having sufficient knowledge about navigating it will only make the learning unreliable for students. Another challenge that can be faced is the fact that gamified activities require students to use their phones with a stable internet connection, which is nearly impossible in our country. It is crucial that both teachers and students were properly briefed and trained before engaging to utilization of gamified approach to teaching and learning.

Despite these challenges, it cannot be denied that technological games as educational tool can be effective when it comes to keeping the learning more engaging for students. It is already part of the paradigm shift of the teaching pedagogy, leading to a more advanced classroom environment. Hence, the only choice that teachers have, as digital immigrants, is to start investing

time to learn about these websites and applications, as it equates to so much benefits both for students and teachers. Indeed, we're already in the era of advancement, from where keeping the students interested to listen is an enormous challenge for us to solve. With that, it is good to realize that technology has something to offer, and we can only find it out if we will try to explore.

References:

Kurt (2023), Gamification, what it is, how it works, examples. Teaching & Learning. educationaltechnology.net