

REDEFINING LEARNING THROUGH GAMIFIED EXPERIENCES

by:

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Student engagement is still considered one of the major components affecting the success of students. In order to develop new solutions to increase engagement and motivate students to study, gamification is becoming more popular. Applying game elements during classes becomes a good strategy which helps to create an environment where students can be more engaged in learning process.

In traditional teaching practices, students usually have to passively receive information. In contrast to this approach, gamified learning makes students more engaged because lessons become missions, quests, and challenges for students. Such an approach makes students try to reach goals and complete their tasks. The feeling of achieving something gives more motivation and helps to have a positive attitude towards studying.

Finally, gamification also has a lot of benefits in terms of 21st-century skills which should be developed. Using this technique, students start to develop critical thinking skills, problem-solving, collaboration with peers, decision making, etc.

Gamification offers a lot of possibilities when it comes to creating lively and engaging learning environments for educators. Gamified elements may include educational applications, quizzes, digital badges, and competitions in the classroom – and all of them will help address different learning preferences and needs. The process of learning will become an exciting exploration rather than memorizing facts.

Gamification will do much more than improving the academic performance of its users. Through gamified educational experience, one can teach resilience, persistence, and even the growth mindset – which is another useful trait. When using this technique, one learns that failing is not bad since you should go on to the next level and try again.

As time goes by, the education sphere changes to meet the challenges of the world. And it is obvious that gamification will become one of the best tools for doing it – making education interesting and motivating while ensuring learning of essential skills.

Certainly, gamification is not just a trend. It is a way towards changing education experiences.

References: