





GAMIFYING EDUCATION







Overview

KAHOOT!

 \bigcirc

SOCRATIVE

 \bigcirc

CURIPOD

 \bigcirc

BLIPPAR

 \bigcirc







Kahoot!

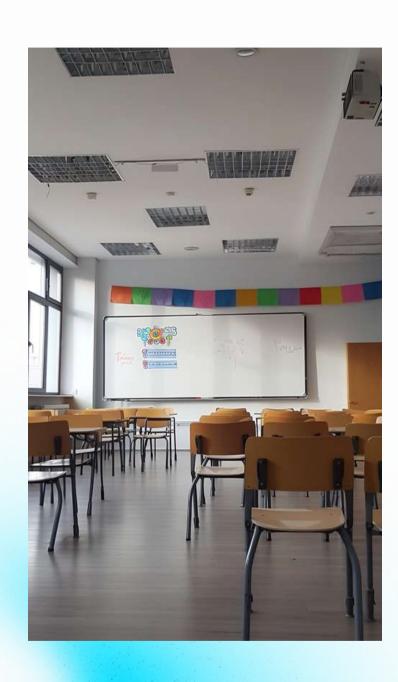
<u>Kahoot!</u> is an interactive learning platform used to create quizzes, discussions, and surveys that integrate game-based learning











What can we do?

Among the many possibilities offered by Kahoot!, the most important are:

- Manual quizzes (Free)
- Quizzes based on documents (Al assisted, Paid)
- Quizzes based on a theme (Al assisted, Paid)
- Quizz Templates (Free)

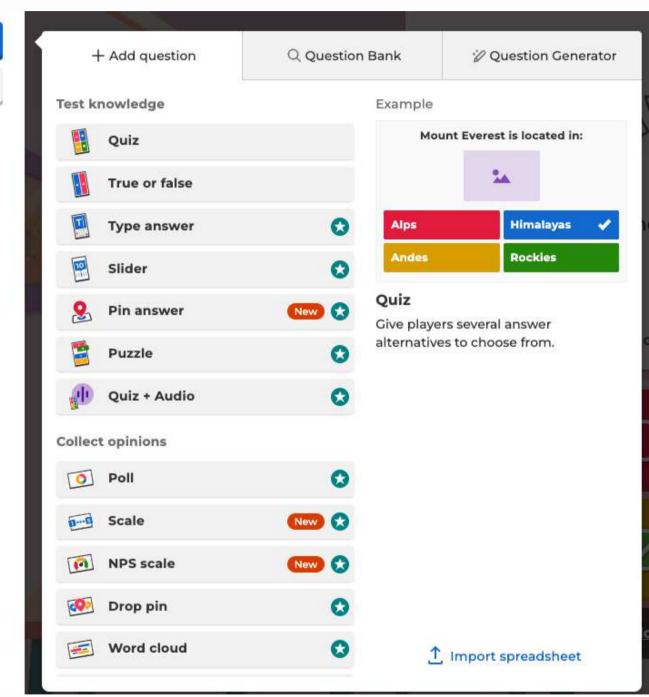








Add question Add slide



What can we do?

GAMIFYING EDUCATION







Engaging students

Gamification: Use scores to

motivate students

Peedback: Instant feedback to

facilitate learning

Variety: Different types of

questions

04

Multimedia content: Content can be reinforces with images and gifs

Live demo

https://create.kahoot.it/share/solar-

-b25e-b75f5e566123

m-basics/c55b3490-169b-







OBJECTIVES



Learning the basics about the solar systems

STEPS



Either:

- Download the Kahoot! app for your mobile phone, or
- Enter https://kahoot.it/

GAMIFYING EDUCATION



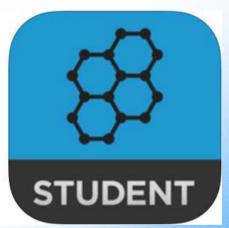




Socrative

Socrative is a real-time feedback tool designed for classrooms that enables educators to assess, engage, and track student learning, with two profiles, teachers and students





GAMIFYING EDUCATION









What can we do?

Among the many possibilities offered by Kahoot!, the most important are:

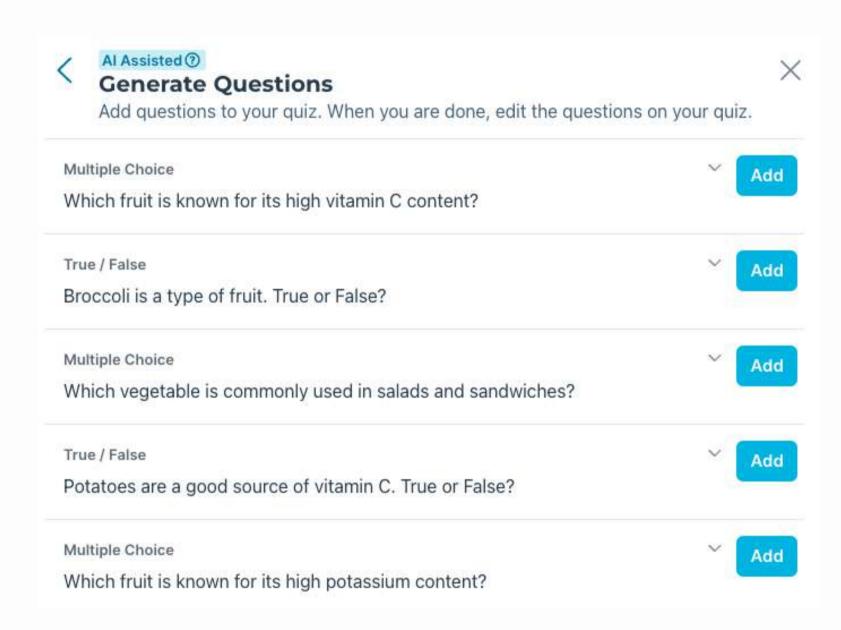
- Create blank quizzes
- Use AI to generate answers
- Importing quizzes from other users and excel files

















Engaging students

O1 Gamification: Foster competition to increase team work

03

Activities: Quizzes, Space races and Exit Tickets

Reports and format: Track students progress and export quizzes

04

Al generated content: Quizzes can be developed using Al, for free

Live demo







OBJECTIVES



Learning the basics about vegetables and fruits

STEPS



- https://b.socrative.com/teacher/#im
 Go to <u>Socrative students</u> and,
 Enter the PIN code with the ro
 - Enter the PIN code with the room name

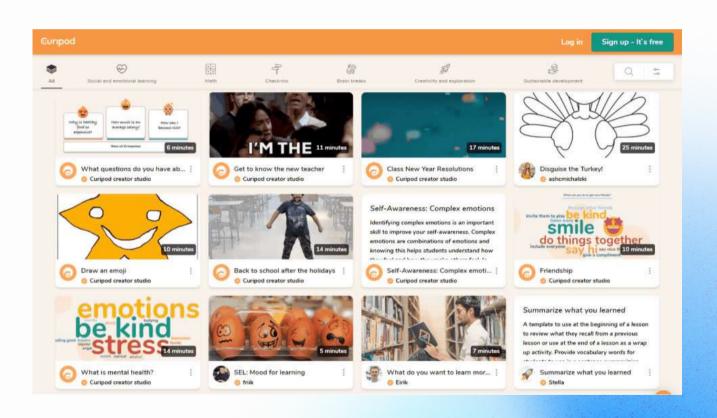






Curipod

<u>Curipod</u> is a flexible and intuitive digital platform designed to help educators create, manage, and share educational content



GAMIFYING EDUCATION









What can we do?

Among the many possibilities offered by Curipod, the most important are:

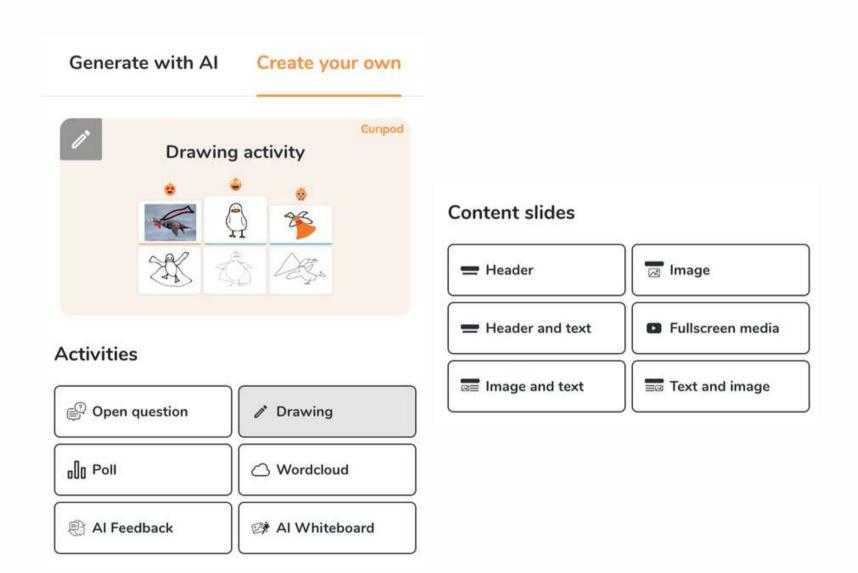
- Create slides in a traditional manner
- Integrate dynamic slides with games such as drawing
- Use AI to generate content about a specific topic







What can we do?









Engaging students

O1 Polls and opinions: Students can vote for the best answer

03

Activities: Polls, drawings, open questions and word clouds

Reports: Track students progress and put their thoughts in common with the class, fostering communication

04

Al content and feedback: Al can be used to generate slides and student feedback

GAMIFYING EDUCATION







OBJECTIVES



Learning the basics about addition and multiplication

STEPS



- Open the camera when the teachers indicates, and
- Point at the QR

Live demo

https://curipod.com/9a8b8671-6000-4480-be53d52e2be879be/lessons/77029b0bd199-4a2e-bf3f-5728fe3d8a7f? showpreview=true

GAMIFYING EDUCATION







BlippAR

BlippAR is an augmented reality platform that transforms how educational content can be delivered and experienced









Augmented Reality

WHAT IS AUGMENTED REALITY



AR is a technology that overlays digital information—such as text, images, or 3D models—directly onto our view of the real world through devices like smartphones, tablets, or special glasses

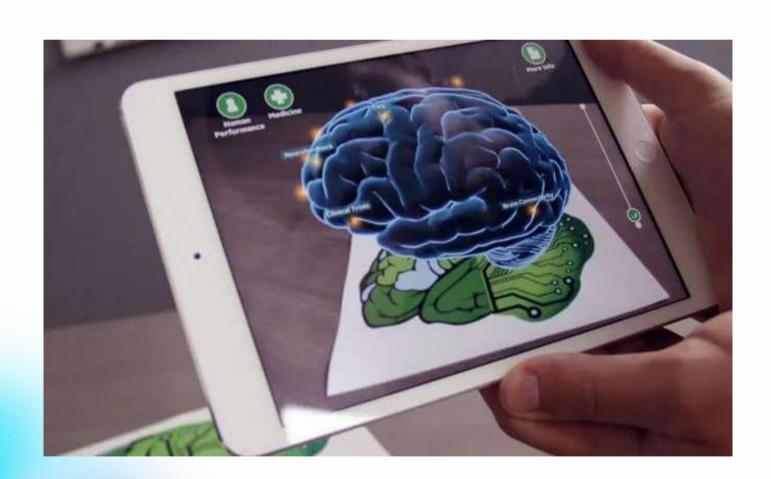
Students can see and interact with virtual objects as if they are part of their physical space, which can help to illustrate complex concepts, enhance understanding, and increase engagement

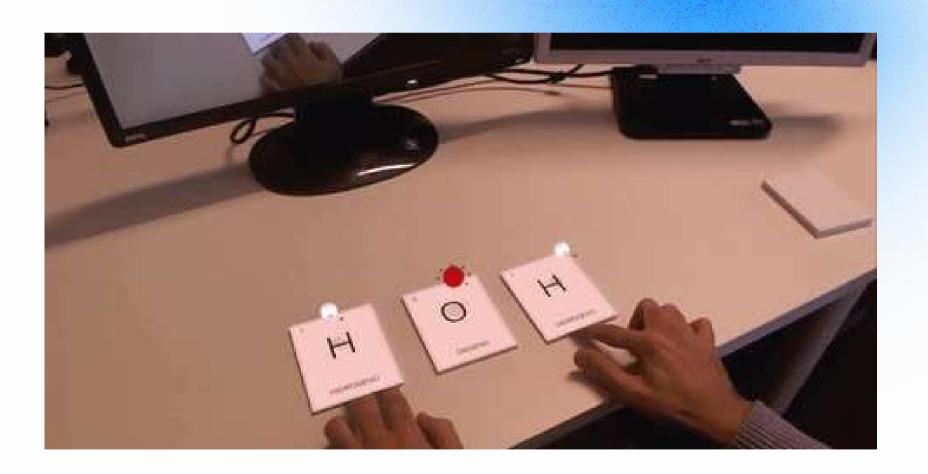






Augmented Reality

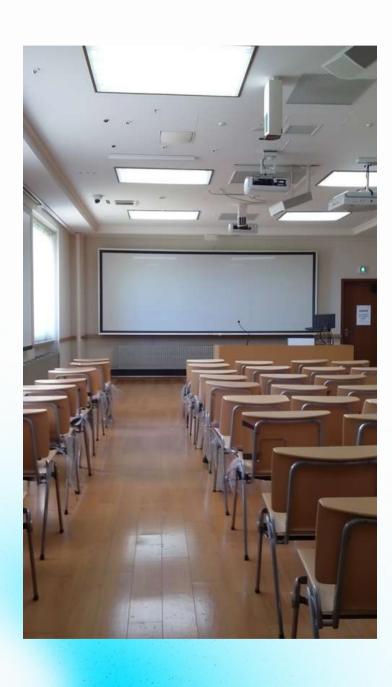












What can we do?

Among the many possibilities offered by BlippAR, the most important are:

- No-code AR experience development with BlippBuilder
- Web browser AR, working in desktop and mobile devices
- 3D Content development is complex, but AI tools can help



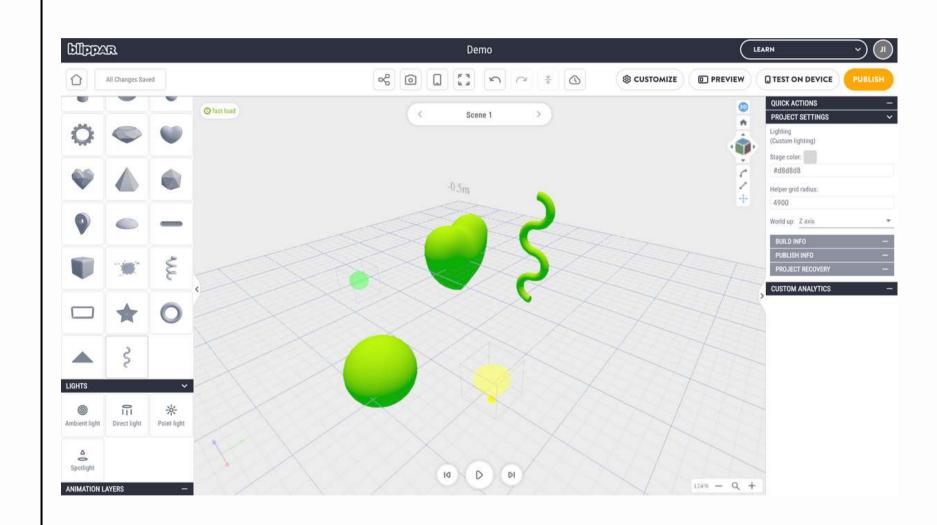
Co-funded by the

European Union





What can we do?









AI CONTENT CREATION



- Midjourney
- DALL-E 3
- Visual Electric
- Blockade Labs
- Runway
- Stable Audio
- Suno
- Meshy
- Luma Al

What can we do?

GAMIFYING EDUCATION







Engaging students

O1 Student engagement: AR can captivate students and foster curiosity

03

Tracking: Marker-based, surface, faces and around

O2 Cognitive load: AR visualization and manipulation can aid in understanding complex topics

04

Multimedia content: Possibility to add text, pictures, videos and 3D meshes, animations and 360°

GAMIFYING EDUCATION

Live demo







OBJECTIVES



Enjoy some elements about the Ancient Egypt

STEPS



- Open the camera, and
- Point at the QR



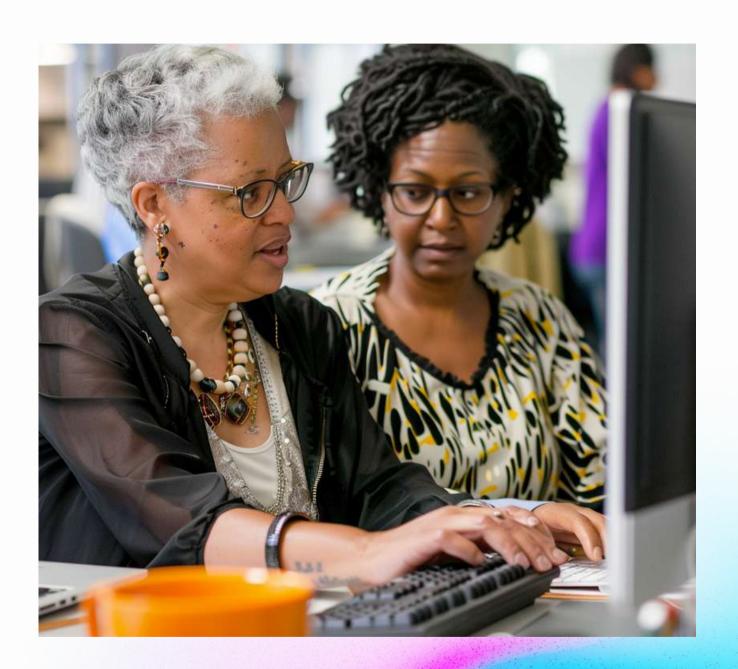




It's your time

Now, choose whatever tool you've seen most interesting and try creating some engaging content!

- Kahoot!
- Socrative teacher
- Curipod
- BlippAR









THANKYOU