

USING COMMON APPS AND TOOLS IN GAMIFYING TEACHING ACTIVITIES

University of Salerno



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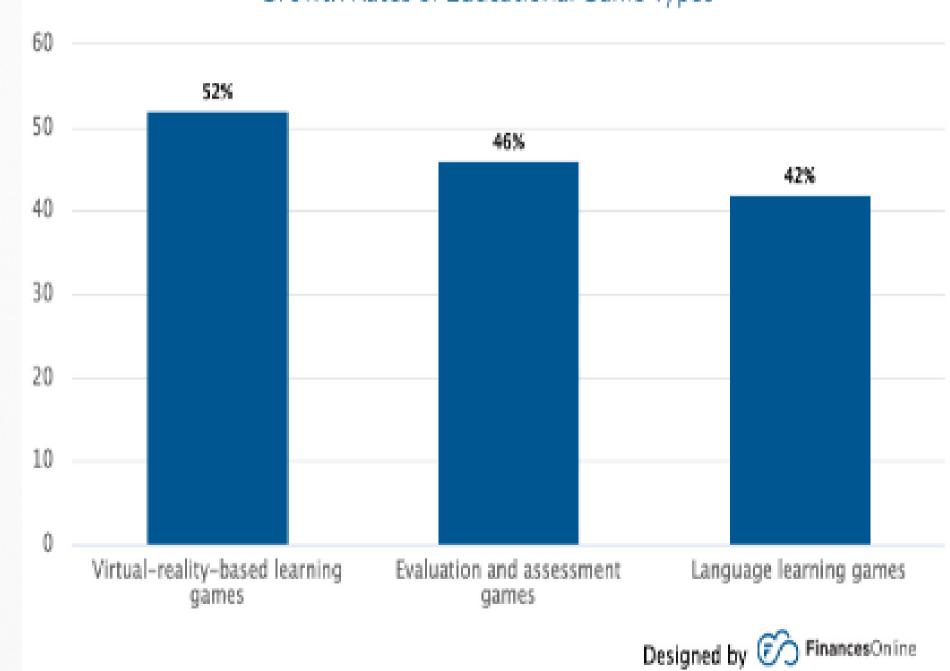


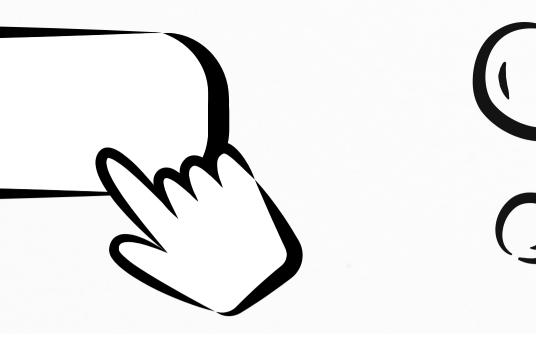
Q SOME STATISTICS



Percentage of students that say gamified learning is more motivating and engaging than traditional courses



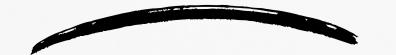




Growth Rates of Educational Game Types



- Game-based learning in higher education will experience growth of 15.4% from 2019 to 2024 (Metaari, 2019)
- Challenge-based gamification in education leads to an increase of 34.75% in student performance (ScienceDirect, 2020)
- Students who were educated with challenge-based gamification raised their performance by up to 89.45% compared to those who only received lectures (ScienceDirect, 2020)

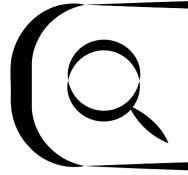






- A points system for tracking progress and incentivizing learners who complete tasks and achieve goals
- Badges, prizes, and other incentives for rewarding the completion of action items and other achievements
- Leaderboards for recognizing top performers, encouraging competition and collaboration, and creating enthusiasm among learners
- Feedback and interactive progress tracking to keep learners motivated and to help them understand what they need to focus on next
- Levels that allow students to set their own learning pace
- Quizzes and exercises to boost motivation and reinforce learning







CREATING INTERACTIVE

PRESENTATION



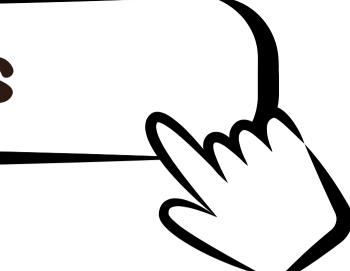




articulāte 360







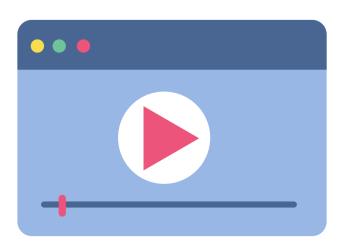


SOME APPS AND TOOLS

Toontastic 3D

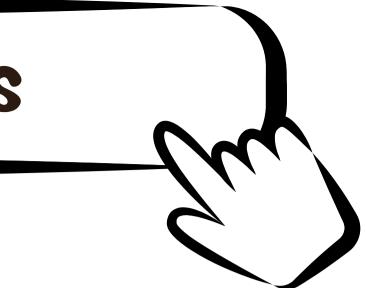


CREATING INTERACTIVE VIDEO LESSONS

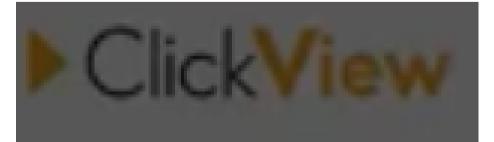


PlayPosit

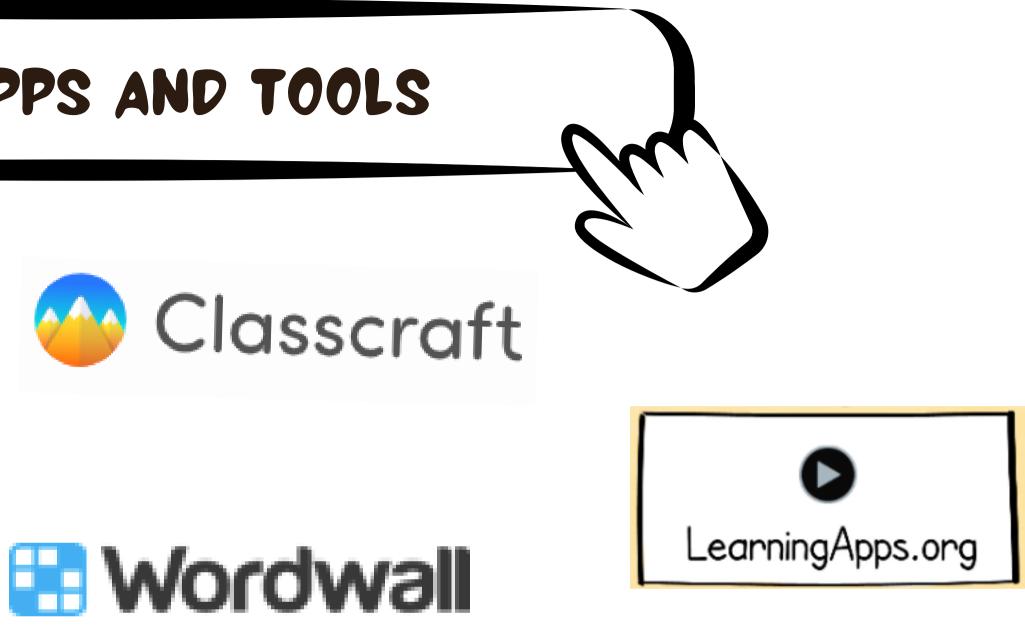




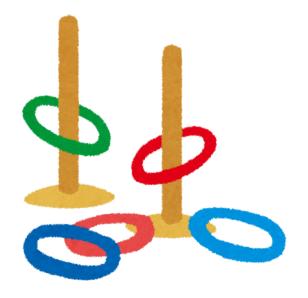
B edpuzzle



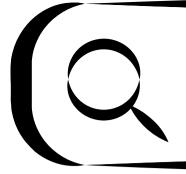




USING GAMES







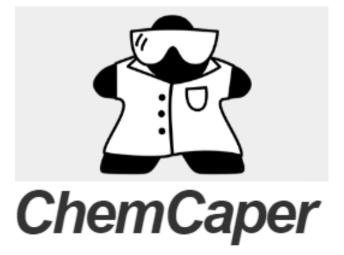


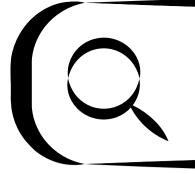
SUBJECTS GAMES





Classcraft





SOME APPS AND TOOLS

PREPARING QUIZZES FOR YOUR CLASS











