

## USING COMMON APPS AND TOOLS IN GAMIFYING TEACHING ACTIVITIES

## University of Salerno



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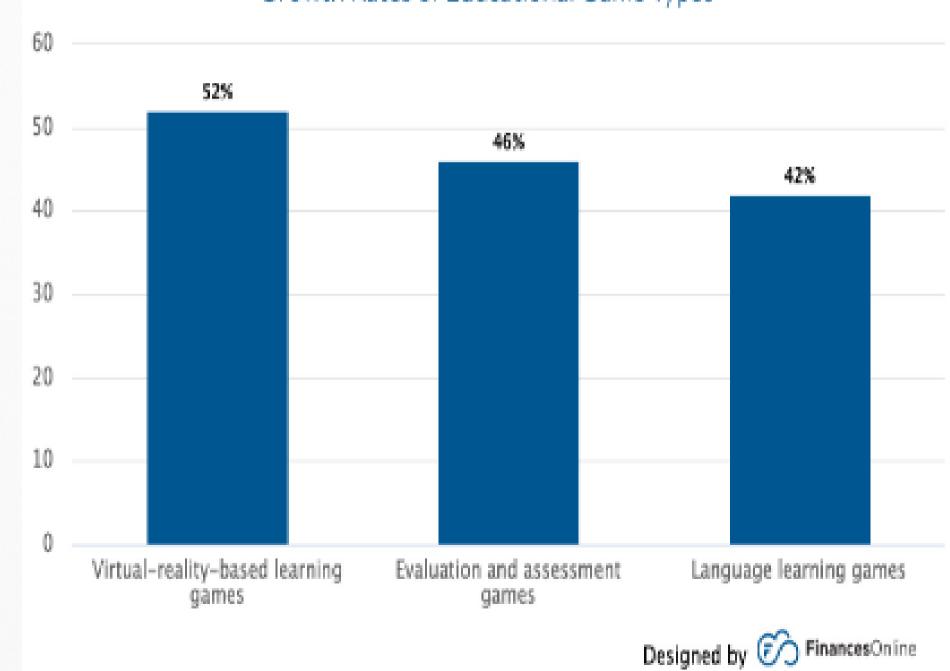


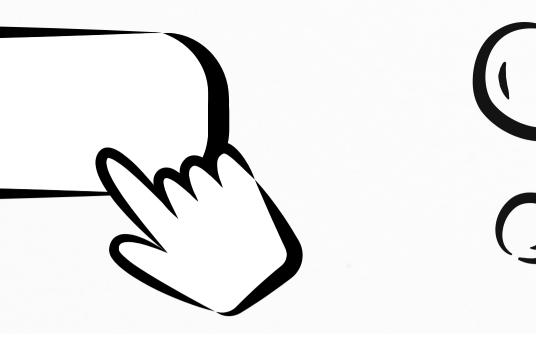
# Q SOME STATISTICS



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



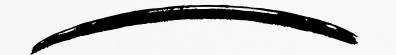




## Growth Rates of Educational Game Types



- 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)

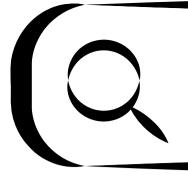






- A points system for tracking progress and incentivizing learners who complete tasks and achieve goals
- Badges, prizes, and other incentives for rewarding the completion of action items and other achievements
- Leaderboards for recognizing top performers, encouraging competition and collaboration, 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



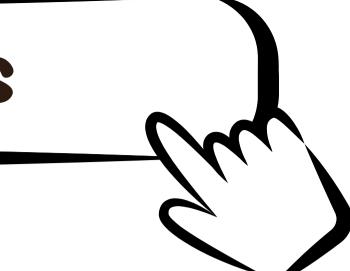




## articulāte 360







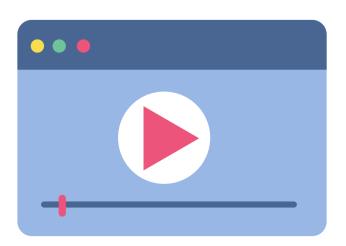


## SOME APPS AND TOOLS

## **Toontastic 3D**

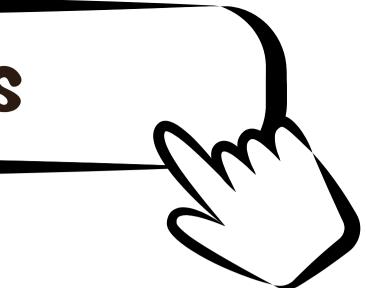


## CREATING INTERACTIVE VIDEO LESSONS

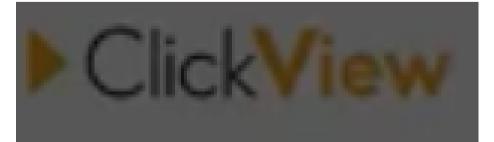


PlayPosit

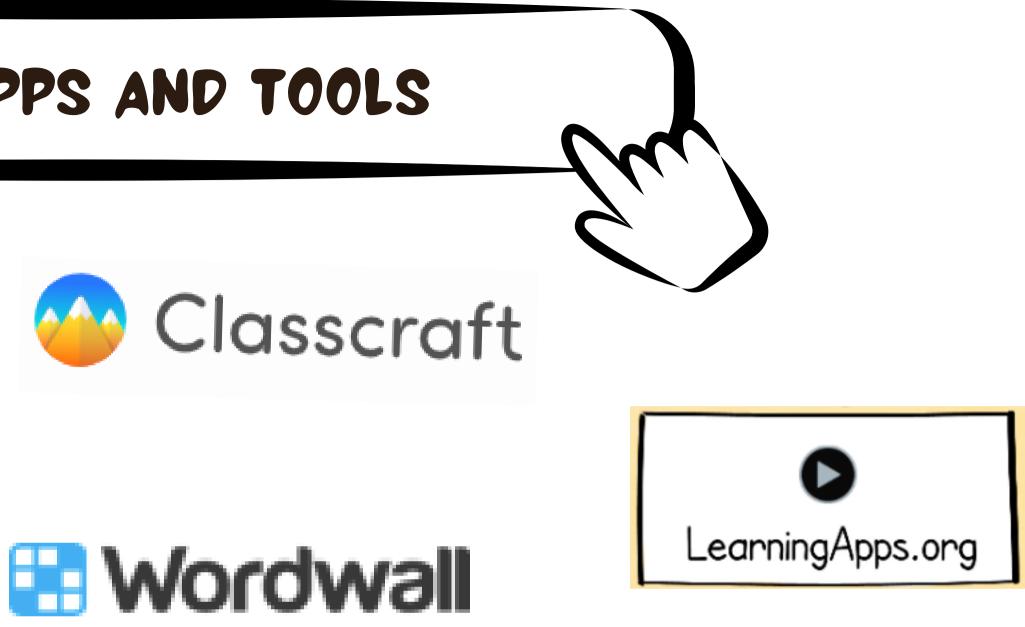




# B edpuzzle

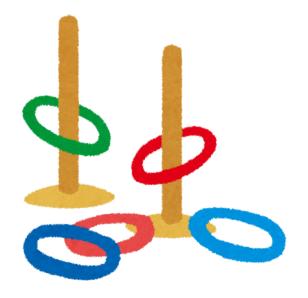




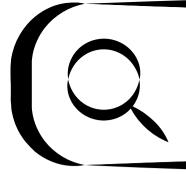


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## **USING GAMES**









## SUBJECTS GAMES

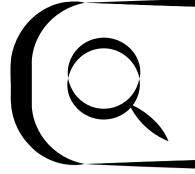


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## Classcraft





## SOME APPS AND TOOLS

## PREPARING QUIZZES FOR YOUR CLASS











