

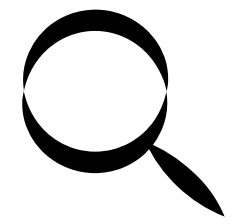
The background of the slide is a photograph of a white desk. On the left, there are two pens: a light pink one and a darker pink one. On the right, a hand is holding a tablet computer. In the center, there is a large, hand-drawn black oval containing the title text. Above the oval are five small, hand-drawn black lines radiating outwards.

USING COMMON APPS AND TOOLS IN GAMIFYING TEACHING ACTIVITIES

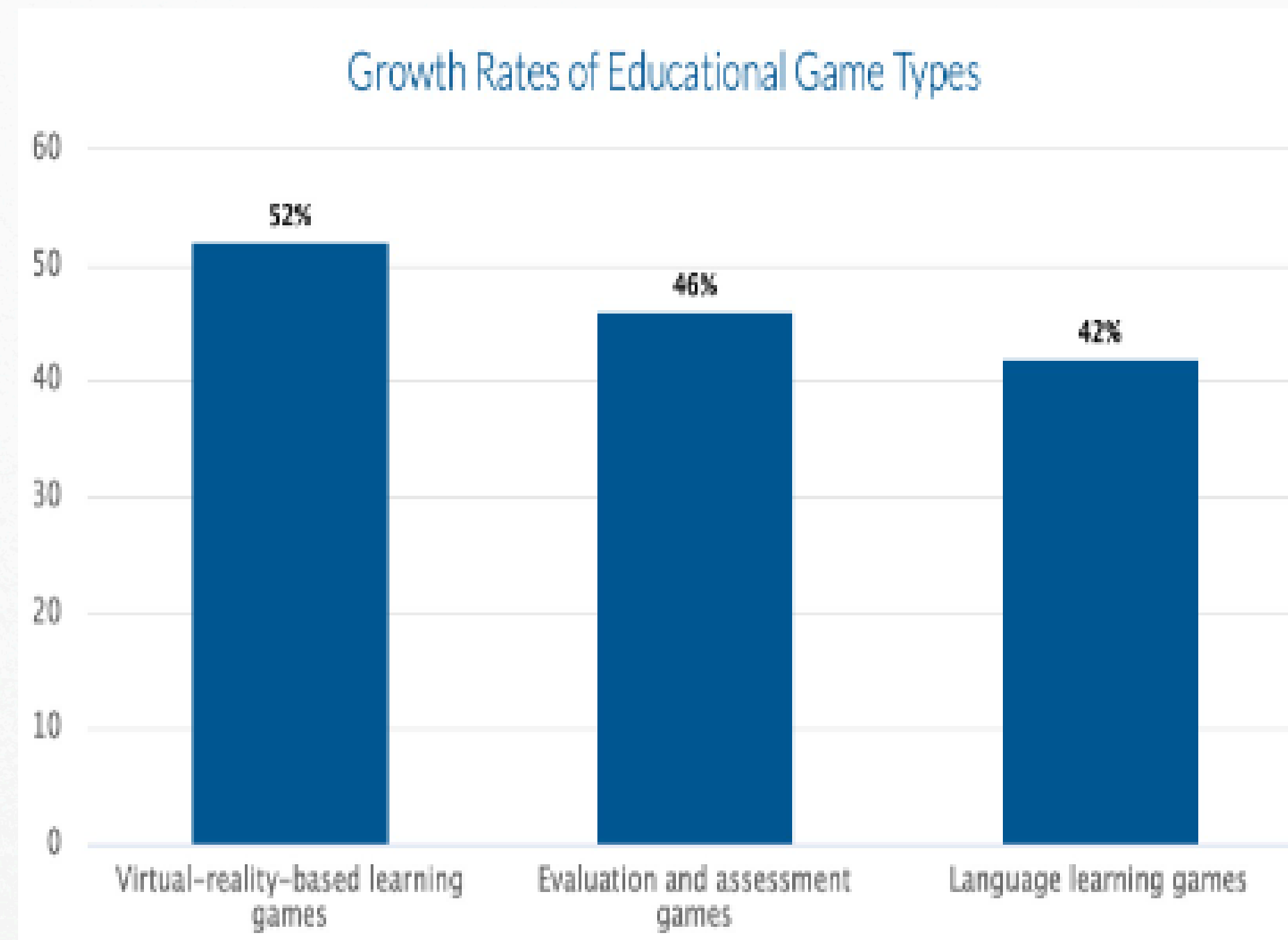
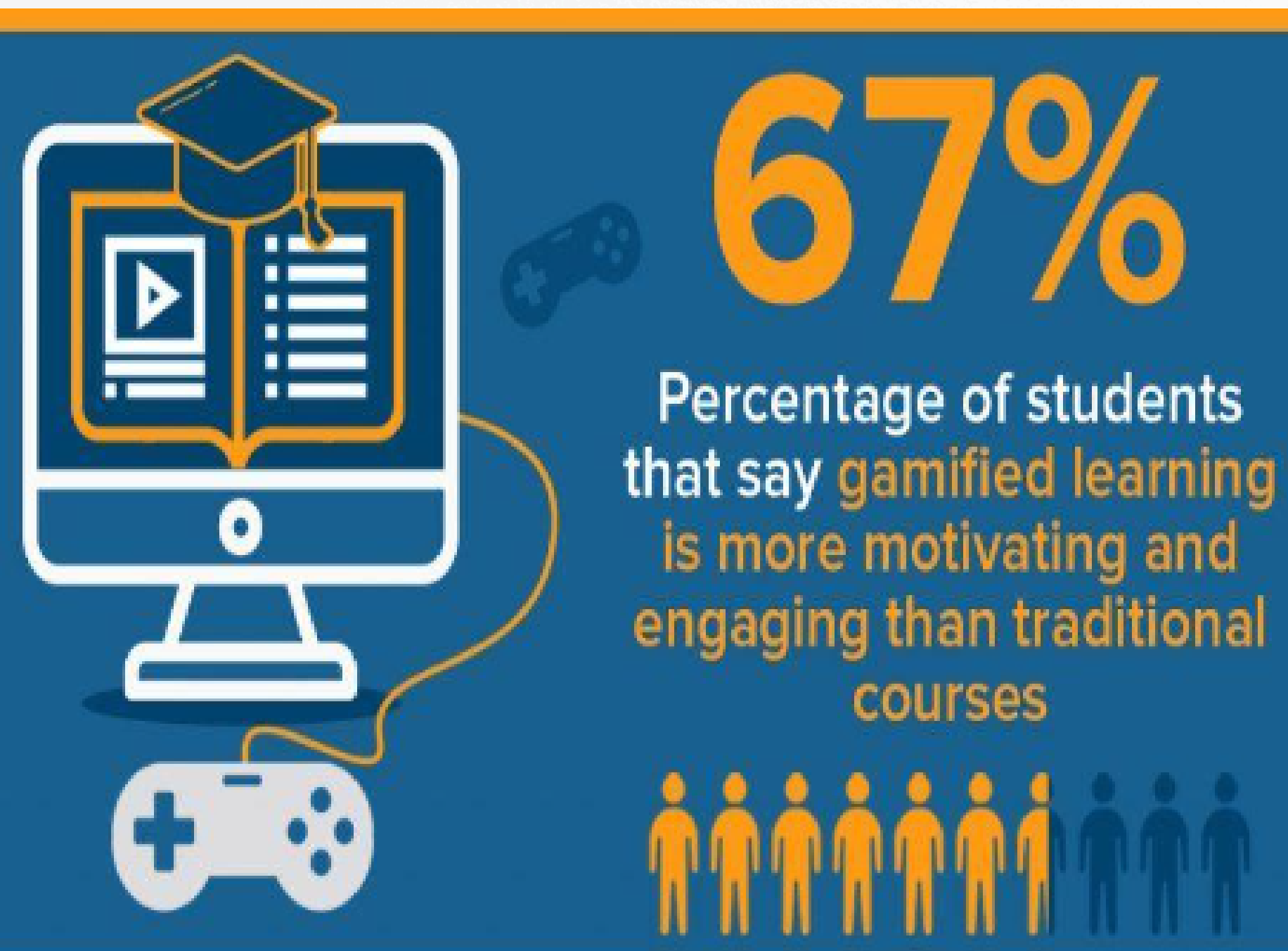
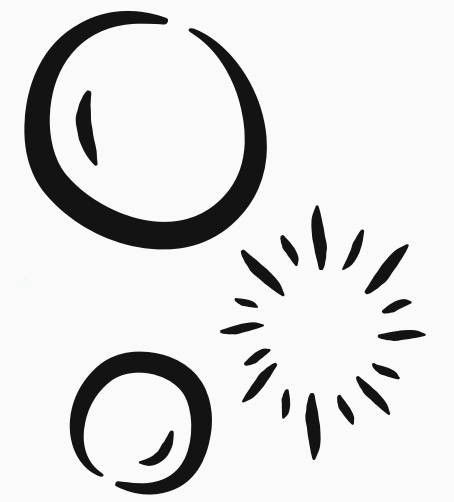
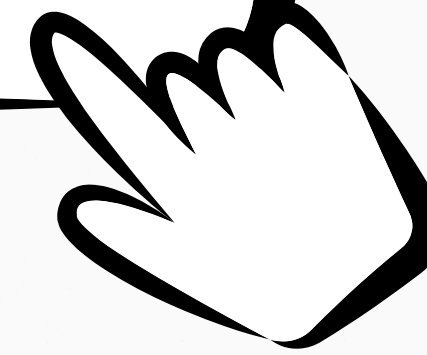
University of Salerno

18 April | 2024

AN OVERVIEW

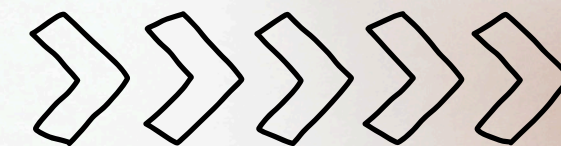


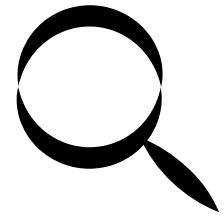
SOME STATISTICS



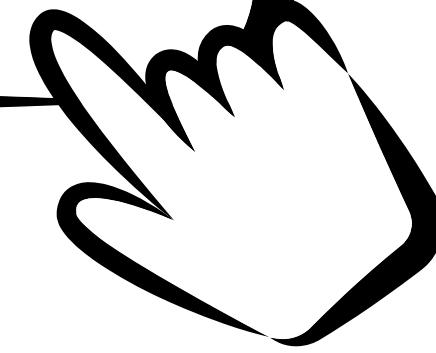
SOME STATISTICS

- 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)

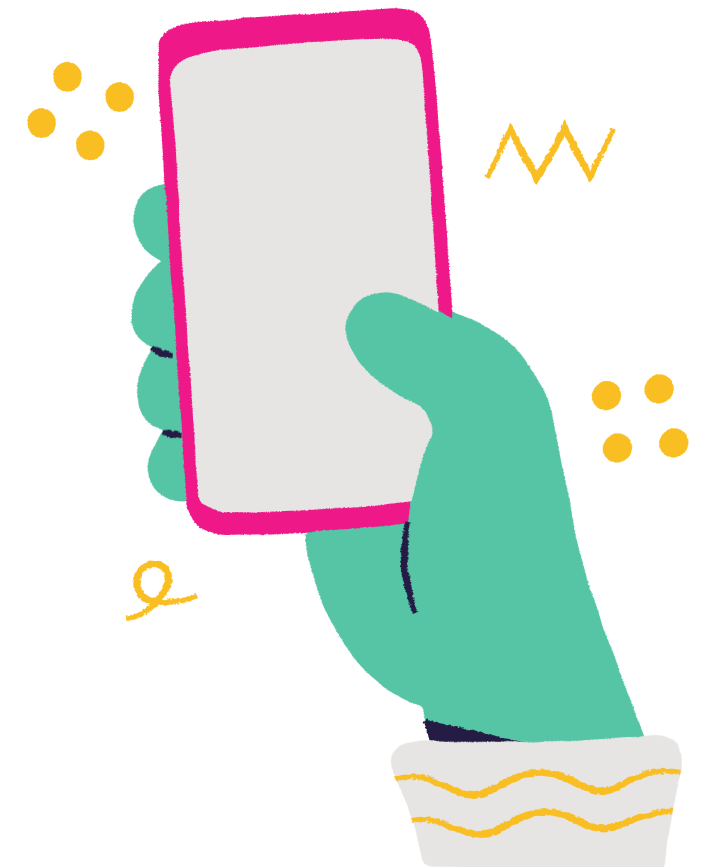




GAMIFICATION APPS FEATURES TO LOOK FOR

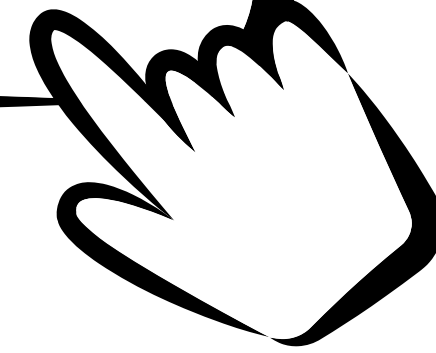


- A points system for tracking progress and incentivizing learners who complete tasks and achieve goals
- Badges, prizes, and other incentives for rewarding the completion of action items and other achievements
- Leaderboards for recognizing top performers, encouraging competition and collaboration,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





SOME APPS AND TOOLS



CREATING INTERACTIVE
PRESENTATION



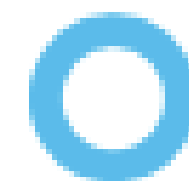
CLASSPOINT



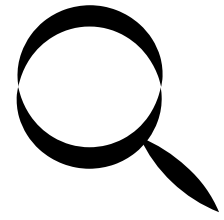
MENTIMETER



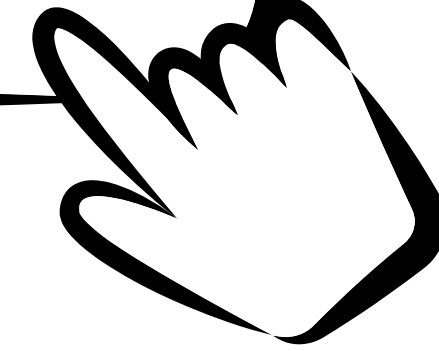
genially



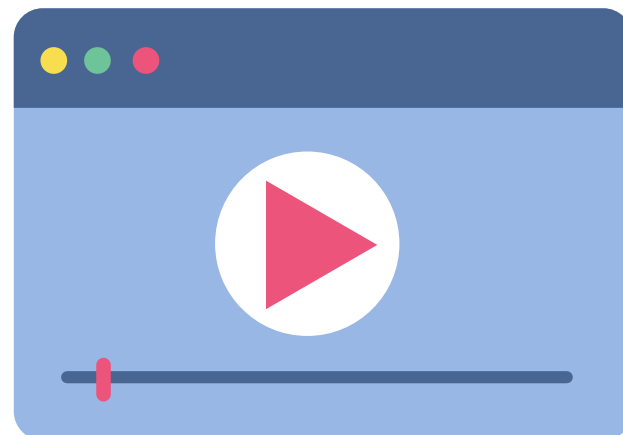
articulāte 360



SOME APPS AND TOOLS



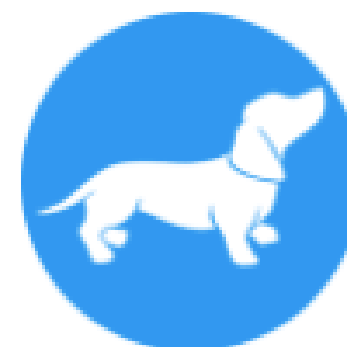
CREATING INTERACTIVE VIDEO LESSONS



Toontastic 3D



PlayPosit



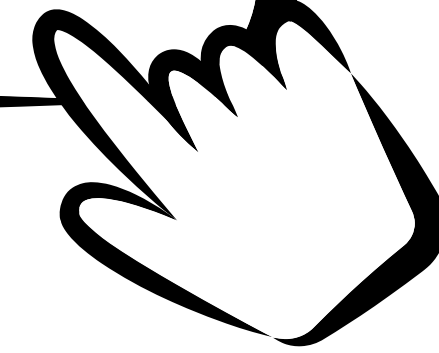
edpuzzle



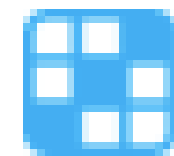
ClickView



SOME APPS AND TOOLS



Classcraft



Wordwall



LearningApps.org

USING GAMES



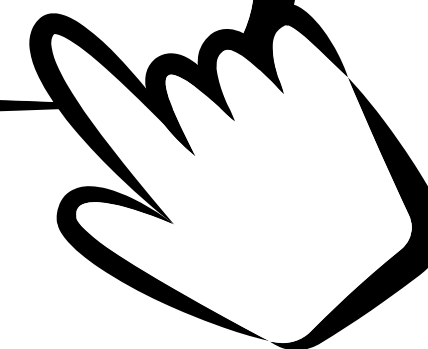
 Breakout^{EDU}



Hot Potatoes™
From Half-Baked Software Inc



SOME APPS AND TOOLS



SUBJECTS GAMES

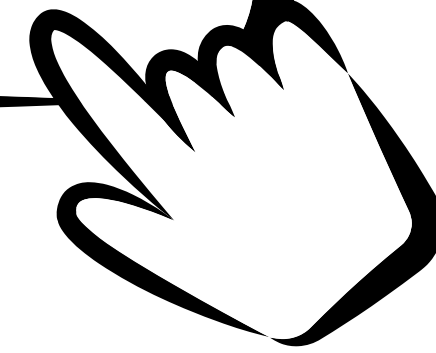


Classcraft





SOME APPS AND TOOLS



PREPARING QUIZZES
FOR YOUR CLASS

Kahoot!

QUIZZZ



Space Race

GIMKIT

Quizlet



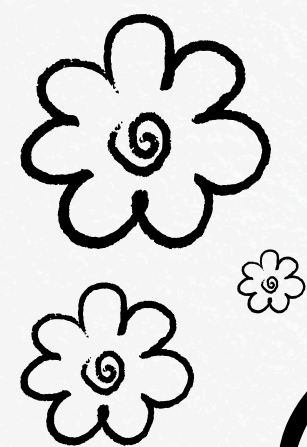
Classcraft



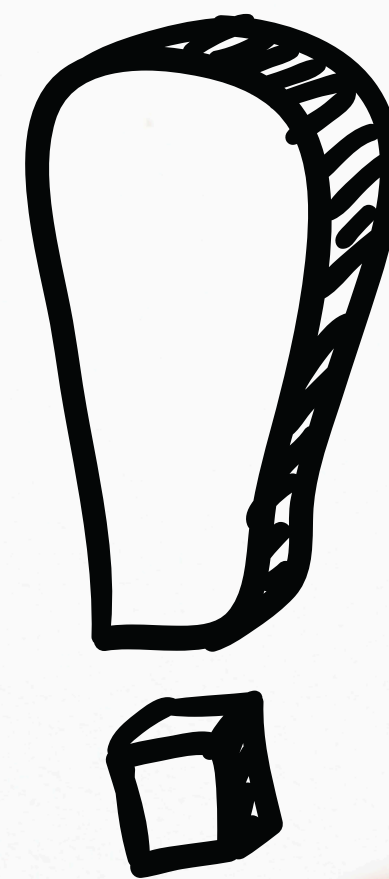
Jotform Apps







Thank You



by Filomena and Paola

