

ENHANCING STUDENTS ENGAGEMENT THROUGH GAMIFICATION AND GAME BASED LEARNING

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Abstract

: Gamification refers to the process of incorporating game-like elements to enhance engagement, motivation, and participation. When talking about the relevance of gamification in education, it enhances students' engagement and motivation in the learning process. By incorporating leaderboards, point systems and interactive challenges, teachers create a more dynamic and enjoyable environment for students.

Over the years, the popularity of gaming is soaring among children because it is transforming traditional learning into dynamic and interactive formats. Gamification in education can be beneficial for kids to learn as simple as flipping a coin to decide which movie to watch, which illustrates that games are universally appealing. The benefits of playing games are numerous as well.

Education has long been viewed as a rigorous and often monotonous endeavour, yet the advent of gamification in learning and education is transforming this perception. By integrating game elements such as challenges, points, rewards, and badges into learning environments, educators are revolutionising the way students engage with and retain complex concepts. In India, the education is rapidly expanding, gamification is playing a crucial role in making learning enjoyable and significantly enhancing educational outcomes.

Gamification in education integrates game elements-like challenges, points, rewards, and badges-into learning environments. This fusion makes learning engaging and transforms tedious lectures into captivating experiences, significantly improving learning outcomes.

KEYWORDS: [Gamification in education, Enhanced engagement motivation and participation, learning outcomes]

What does gamification mean?

Gamification of learning uses elements characteristic of games to energize teaching to engage students, increase their motivation, and improve their knowledge.

Thus, playful elements are introduced as scoring systems or badges, goals, challenges, rewards, peer competition, or collaborative activities to increase the student's engagement and boost their progress.

Origion of gamification in eduaction

Gamification has been around in education for a long time, but the actual term 'gamification,' along with the gamified teaching styles as we know them today, really began in 2010. Along with the advent of other related fields such as ludic studies, many scholars and pedagogical problem-solvers began to notice that students tend to engage more when they're similarly having fun as they do when they are immersed in non-educational activities. In other words, a learner of any age will put in hours of work learning when they're engaged in something like research for a character in a role-playing game. How can we make the class work more like the willing work a student will put into a game?

This is where gamification comes in.

Types of gamification in education

Narrative-Based Gamification: This type of gamification involves telling a story that users can participate in, with their actions affecting the outcome.

Virtual Worlds and Avatars: This type of gamification creates a virtual world in which students can interact with each other and engage in various activities.

Quests and Challenges: These are structured activities that require students to complete a series of tasks in order to receive rewards or advance to the next level.

Progress Bars: These displays show students their progress towards completing a task or reaching a milestone

Influence of gamification on motivation

Motivation is regarded as a drive which influences an interest in one to behave in a particular way or do something. The drive can be influenced by an external factor (extrinsic motivation), such as doing an assignment because one will get a mark. The drive also can be fuelled from within (intrinsic motivation). For

instance, doing an activity because the doing of that activity makes one happy. Gamification is initially used to develop extrinsic motivation which ultimately, is expected to influence intrinsic motivation. A very recent study by Saleem et al. (Citation2022) affirms the significant positive impact that gamification in education has on motivation. Their study findings demonstrate that gamification is becoming more widely recognized as a valuable tool for creating more engaging learning environments. Results from other studies have also shown that gamification can be regarded as a useful method to motivate users to utilize educational systems and raise their level of interaction and engagement (Bouchrika et al., Citation2021; Li et al., Citation2022). Earlier, Ofosu-Ampong et al. (Citation2019), claimed that regardless of the method utilized, incorporating game components alone does not directly improve learning outcomes. Hence, they are of the view that, in order to determine how the game features can result in students' meaningful involvement, it is necessary to link the gamified system to their interactions and behavioural intents such as motivation.

IMPACT OF GAMIFICATION ON STUDENTS LEARNING OUTCOMES

Students highly regarded gamification as an effective educational approach that can increase their learning outcomes, engagement, productivity, and motivation and trigger both their both intrinsic and extrinsic motivation. The learning experience become more enjoyable and students' basic needs in terms of autonomy, competence and sufficiency, and relatedness and sense of belonging were met. Traditional learning also resulted in better learning outcomes when compared to online learning. Gamification emerged as an effective learning approach which leads to improved learning outcomes and academic performance, learning motivation, engagement, and retention rate over online learning and traditional learning in both

theoretical and applied course settings.

Benefits and Drawbacks of Gamification

The benefits of gamification are many, a lot of which are related to flipped classrooms, student- centered learning, microlearning, etc. Beyond the simple benefit of immersion (having fun helps students become more interested in their learning material), gamified classrooms can provide the following:

1. It address several different learning styles in one lesson.
2. Students can self-direct their learning paths much more easily.
3. Friendly competition can increase student motivation.
4. It can foster community by encouraging group problem-solving.
5. Student confidence is linked to success, and game concepts such as role-playing can bring shy students out of their shell..

Gamified learning can engender the state of 'flow', found by several studies to be central to improving creativity and innovation in learners

There is some potential drawbacks to gamification, such as increasing teachers' workloads, particularly when using unfamiliar technology. There is also a fine line between friendly, healthy competition and exclusion or bullying. Anyone who has ever taught gym class or supervised a school sport or competitive art (like theatre) can share that it's a difficult line to tread. These obstacles tend to be minor, though, when compared to the benefits.

Conclusion:

Without a doubt, gamification holds immense potential to change teaching and learning practices to a whole new and amazing level. It would significantly raise the engagement, effectiveness, and interactivity of instruction. Teachers can encourage a lifelong love of learning and provide children with the skills they need to succeed in the twenty-first century and beyond by

using the potential and power of games.

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