



Let's Play - The Gamification Method in Education

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Abstract

The youngsters of the nowadays society are digital natives because they have grown up with the technological revolution. This is the reason why modern teachers should solve basic questions concerning the adaptation of learning processes for the various learning styles and new requirements of the students.

Gamification is an educational approach which motivates and engages learners more and more with every following class. The main goal of this research is to investigate and afterwards present the nature and the benefits of the gamification technique and give suggestions on how this method can be implemented in the future of Education. Gamification is not only a modern concept and a fast fading trend. It is used for a significant time period in the marketing strategies of many companies such as Nike, Starbucks etc and it has been a motivational technique for the American Scouts. There are many good definitions for Gamification and here we will look through some of them : For instance, according to Kapp gamification is "using game-based mechanics, aesthetics and game thinking to engage people, motivate action, promote learning, and solve problems." (Kapp, 2012). But for such a technique grasping the wide range of possibilities a single definition is simply not enough. In order to give our working definition for gamification we can suggest the following - Gamification is a method which enables the teachers to integrate game elements and thinking in the learning activities and processes. There some how and why 's questions that the future course on educational innovations such as the gamification method shall meet and answer. The teachers should invest time and effort to get to know very well the platforms which allow them to use Gamification such as Moodle, Socrative, Kahoot!, FlipQuiz, Duolingo, Ribbon Hero, ClassDojo and Goalbook. In addition, one of the basic and most fundamental methods as N.A.O.M.I.E and M.A.G.I and they will be introduced to the learners and hopefully they will become friends at the school of the future. Commitment, motivation and focus are only a few of the numerous rewards of playing and learning with Gamification. We have to put a lot of work and research on implementing Gamification in nowadays learning processes, creating the right software and develop the student's natural inclination in participation in learning processes with competitive base. The teachers also should have in mind that they shall stay in the middle because balance is gold / too easy or too difficult questions in the game tool might be not appealing or simply become demotivating / and never forget to learn from the youngsters.

Keywords: Gamification, game elements, motivation, tools, methods, innovative learning, education.

Introduction

For beginning, we are going to look through different points of view on what Gamification is. After reading Kapp's definition we will contemplate on how can we come up now with our own definition of gamification. First of all, Mr.Kapp's definition is " using game-based mechanics, aesthetics and game thinking to engage people, motivate action, promote learning, and solve problems."

There are a lot of Gamification techniques and you will obtain more awareness for them at the later on part of the survey. Though, before that I would like to ask You to suggest your own idea for definition of Gamification (to it put in his words, simpler).

But who is Karl Kapp?

Karl William Kapp is a Professor of Economics at the City University of New York and later the University of Basel. He is an expert in Gamification and he provides a thorough analysis of game dynamics implementation in the educational process. Here are some of his best ideas that I think will add on value to your grasp of the Gamification:

- Game-based learning facilitates learning by laying its foundations upon the game: the process is more easily followed while the concepts are assimilated.
- The game creates a virtual environment that recreates realistic situations. In this way, users (students) learn to function in a safe context, but with rules, interactivity and feedback.

- The student accepts rules more easily in a playful environment: following certain rules, students can advance and succeed in the game.
- It is an efficient training tool because it incorporates gaming elements: challenges, fantasy, motivation, easy achievement metrics (levels, ranking, score), as well as satisfaction by the achievement of goals.

He distinguishes between two types of motivation: intrinsic and extrinsic. The first occurs after a certain activity is performed; the second, extrinsic, is the behavior specifically aimed to getting a reward. The best game-based learning is the one that has both types of motivation.

He has a number of observation over human behavioral patterns that might be successfully used in the educational process, because when the teacher understands his students he is more likely to find the best approach to them. Kapp suggests that people are especially motivated when they feel they can control the environment and establish relationships with other players.

Let's not forget that there is an important difference between game-based learning and Gamification. Game-based learning describes an approach to teaching, where students explore relevant aspects of games in a learning context designed by teachers. Teachers and students collaborate in order to add depth and perspective to the experience of playing the game. The best applications can bring us into a virtual environment that is familiar and relevant. Gamification takes game elements (such as points, badges, leaderboards, competition, achievements) and applies them to a non-game setting. It has the potential to turn routine, mundane tasks into refreshing, motivating experiences.

Afterwards, we are going to contemplate on the benefits of Gamification in education.

We are going to look through different ways of application the Gamification technique.

It is used not only in educational processes, but in Marketing areas, too. Nike and Starbucks have been using this techniques in their campaigns.

For instance, another application are the American Scouts - they are using Gamification for a motivational tool in their systematizing training.

The Gamification models

Let us step into the different platforms for Gamification in the educational process.

- I. Moodle is a short for "Modular Object-Oriented Dynamic Learning Environment." It is an educational platform that is used online and it provides custom-designed lessons and courses.
- II. Socrative is a tool which helps teachers and students throughout the assessment process. It is mainly made to be used in real time class environment.
- III. Quiz gives the teachers to chance to make various quizzes – true or false, multiple-choice questions etc. It shall be completed in real time on the device of each student.
- IV. Kahoot! is a platform, used as educational technology in schools and other educational institutions The design of the game is made so that the participants can often look up from the screen to the board.
- V. FlipQuiz™ the game process involves attaching index cards with number values to the board with magnets and this happens over and over again for each class period.
- VI. DuoLingo – is really one of the best application in my personal vie. It is a platform that includes a language-learning website and app, as well as a digital language proficiency assessment exam. The app has about 300 million registered users across the world.
- VII. RibbonHero - is a video game by Microsoft Office. It allow the creation of educational content and learning software techniques by playing.
- VIII. ClassDojo is a classroom communication app used to share reports between parents and teachers. It's a neat, free tool for classrooms and is really worthy if you want to monitor and afterwards show the visual part of you educational style.
- IX. GoalBook – it bring together what is behind a lesson and how and with what strategies something shall be done. The teachers can suggest various pathways which will suite to the individual need of diverse students. It aims a career readiness and it is really personally tailored.

The two highest rated methods up to now are the Duolingo – gamified educational app for learning a new language (and it's free!) And Yousician – gamified educational app for learning a instrument. Which is really an amazing tool for Gamification because usually arts and crafts are studied only live

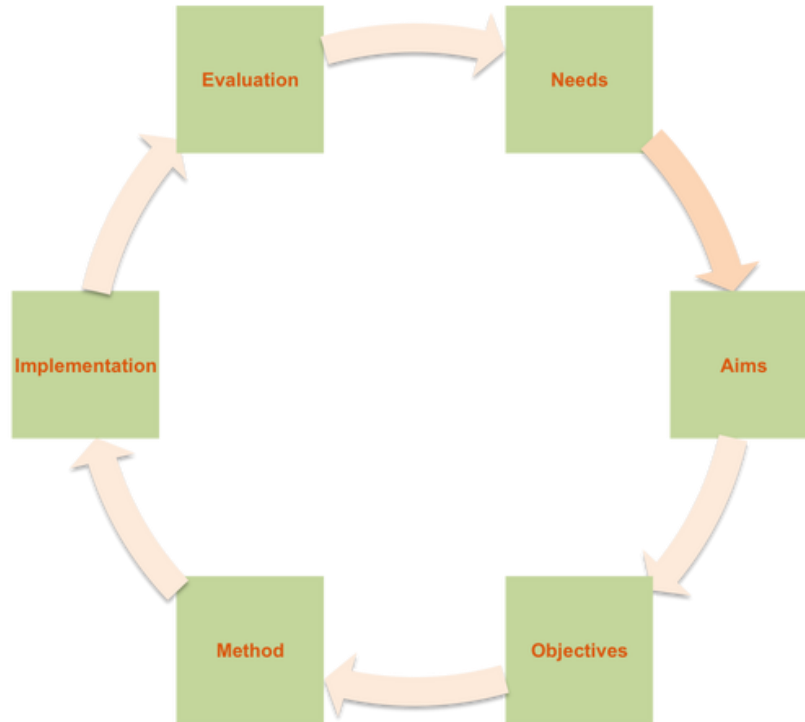


and now there is a way to challenge that form and see what amazing results does some learners get when using it.

Afterwards we have gone through some of the methods we would like to take a quick view at to more methods – N.A.O.M.I.E and M.A.G.I. These are mainly motivational and organizational or strategic tool for learning.

I am N.A.O.M.I.E and I am pleased to meet You.

Fig1.Meeting N.A.O.M.I.E



If we add this type of planning technique in the process of education and apply it to each new concept or semester task we need to do we are going to face a flourishing outcome. Because when you can name the thing you want and decide through which tools you want to achieve it all that has to be done is to do it. And like we just have had an example from Nike add campaign up in the text, "Just do it".

After the encounter with N.A.O.M.I.E we would like to present also M.A.G.I.

M.A.G.I is an acronym for Mini Activities, Great Impact or the realization that in every beginning we are seeing the plain white sheet we want to make an origami out of. So, in order to make a way for this to happen we should ask the right questions and then to find the best possible answers.

- WHY do we do this?
- HOW do we do it?
- WHY do we do it at this place?
- WHAT do we want to say/ask/get people connected with, think about?
- HOW can the audience understand or possibly misunderstand the message?
- HOW to get attention with the activity and HOW to start a reflection process?

Nevertheless, the idea of the mini activities was also to show that it doesn't need much to give an impulse, and something as small and simple might also spread more easily as it can inspire others to do something similar or even repeat the same activity in a different type of a setting.



Conclusion

On the whole, technology is a major part in our everyday lives. It has changed almost everything we do on a regular basis, so why don't we allow it to change our educational process, so that it can reinforce it and stand it up in front of a limitless opportunities. What is more to add all of us have their inside children who wants to play. Why do we need to face our parents dilemma to go out and play or to make your homework? Learning and playing can be mixed and the combination would be having tremendous result for sure. We all know that if we choose a job we love we would never need to work an hour in our lives, right ? So let's choose a strategy for learning and let it be the Gamification, so that we will never need to do tedious homework or would like to skip a class because the mindset it all. The way we perceive the process of education in that way will be something we want and even more something we are eager to do and to play more and more every day. So, let's play and win in the game of life?

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