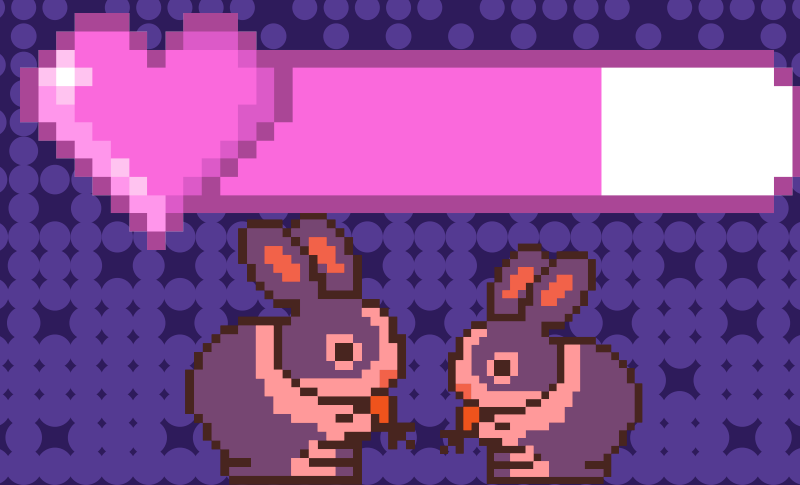
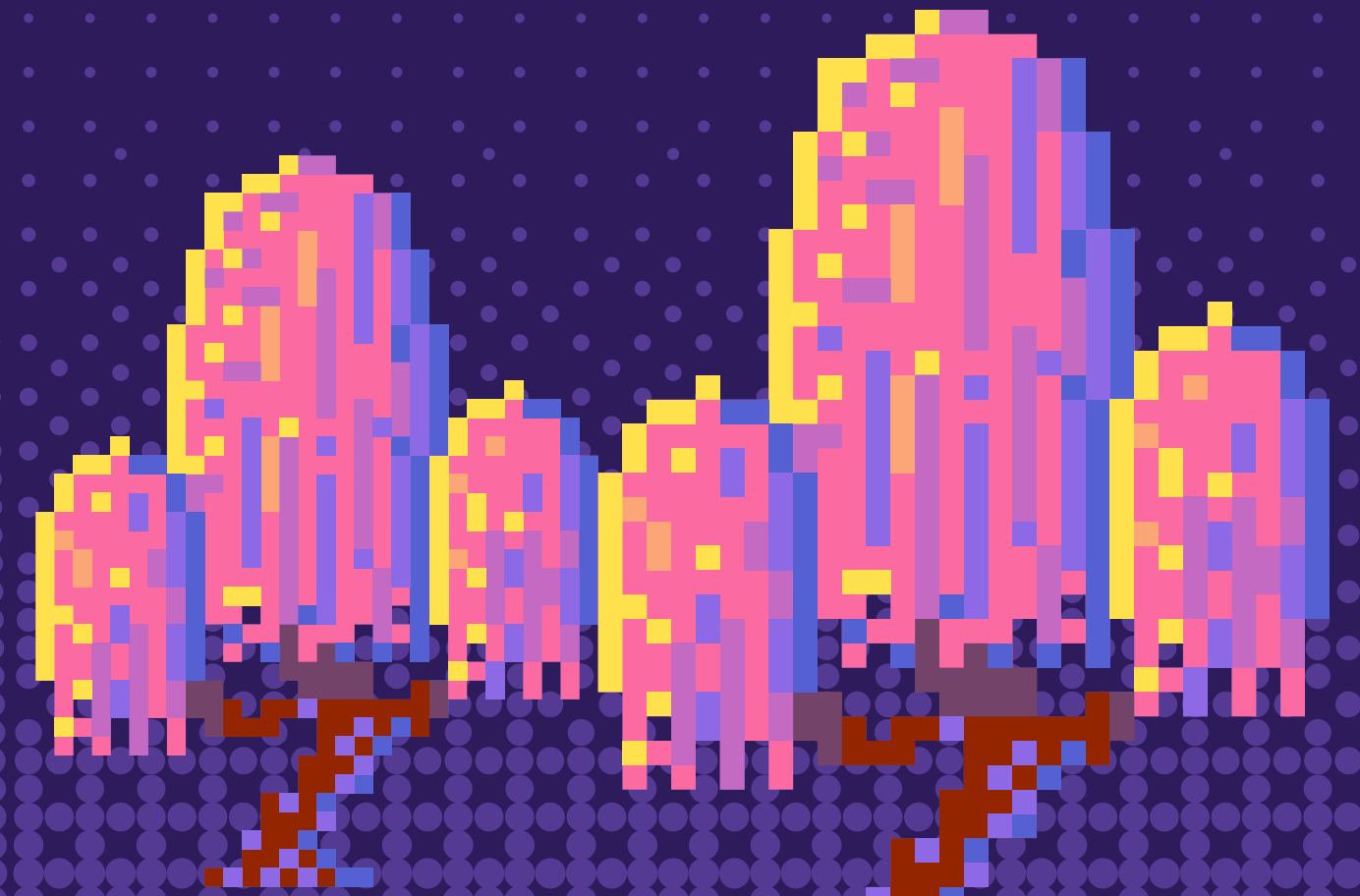
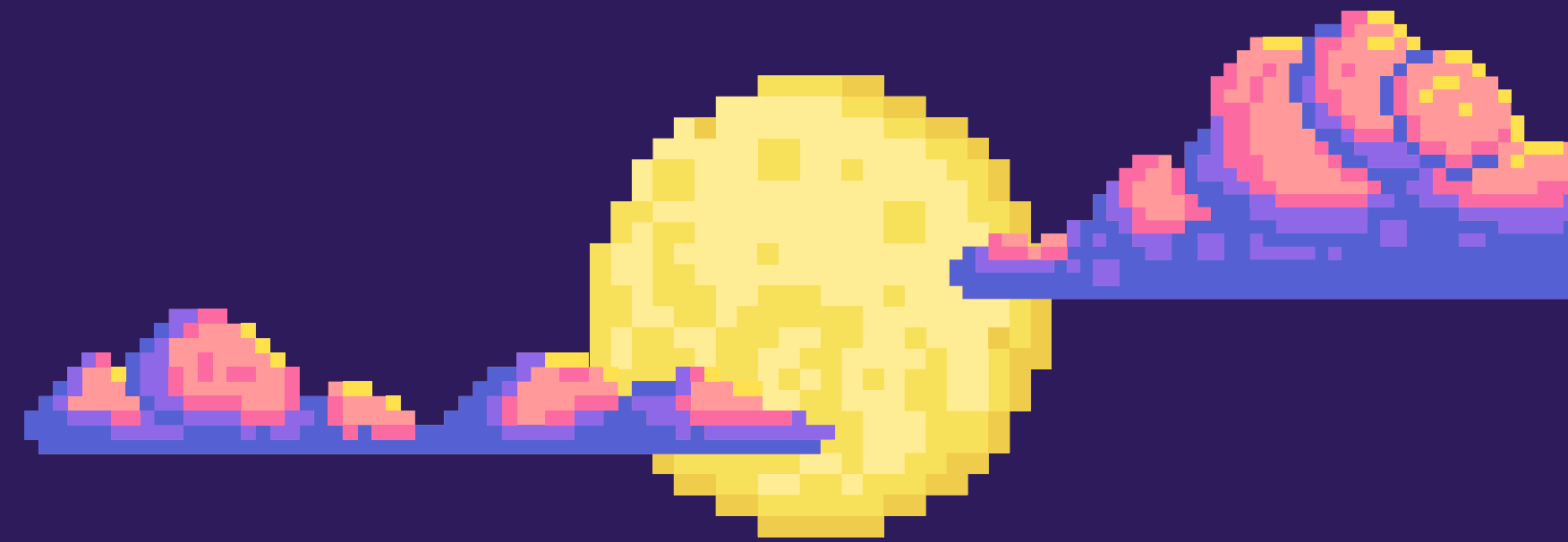




GAMIFICATION,
AN INNOVATIVE
EDUCATIONAL TOOL

WELCOME TO OUR PRESENTATION

Gamification in education is a powerful tool that uses game design elements to enhance learning experiences. By game and challenges, it taps into students' natural motivations to play. This not only makes learning more engaging but can also increase student participation.



THE HISTORY

The history of the evolution of Gamification dates back to the 80s, when the first elements began to emerge on a sociological level, even if the real development of the phenomenon will take place in the 2000s, when companies, institutions and designers understand the potential of gaming associated with everyday life.



WHO FOUNDED THE GAMIFICATION?

The term gamification was first proposed by English video game programmer Nick Pelling, who in 2003 founded a company specializing in gamification.

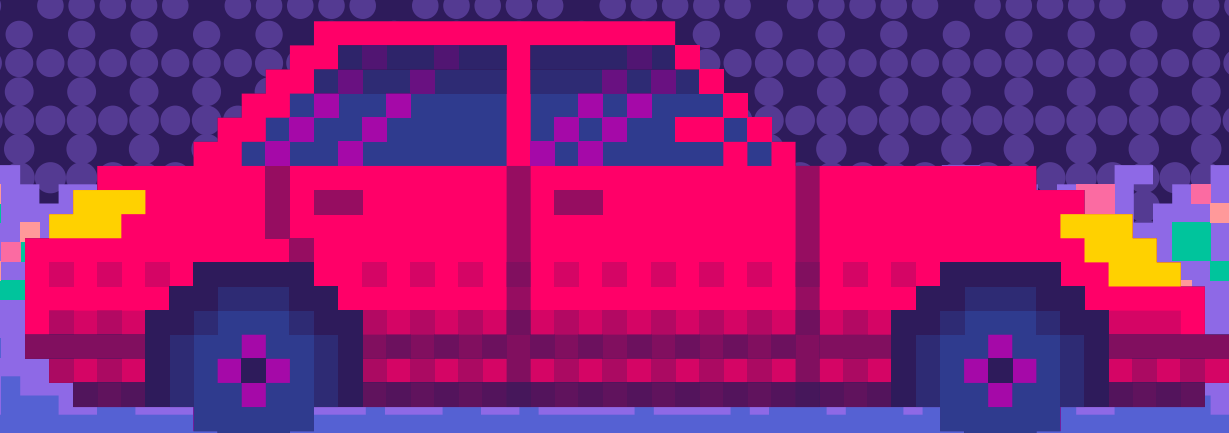


EXAMPLES

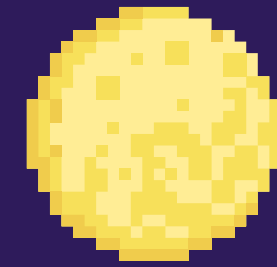
TEACHER MIGHT USE A POINTS-BASED SYSTEM WHERE STUDENTS EARN POINTS FOR COMPLETING ASSIGNMENTS OR CONTRIBUTING TO CLASS DISCUSSIONS. THEY MIGHT ALSO UNLOCK "LEVELS" OR BADGES AS THEY MASTER CERTAIN TOPICS, ENCOURAGING THEM TO PROGRESS. IT CAN ALSO FOSTER COLLABORATION THROUGH TEAM-BASED CHALLENGES OR COMPETITIONS FOR EXAMPLE, KAHOOT, CLASSCRAFT, DUOLINGUO.



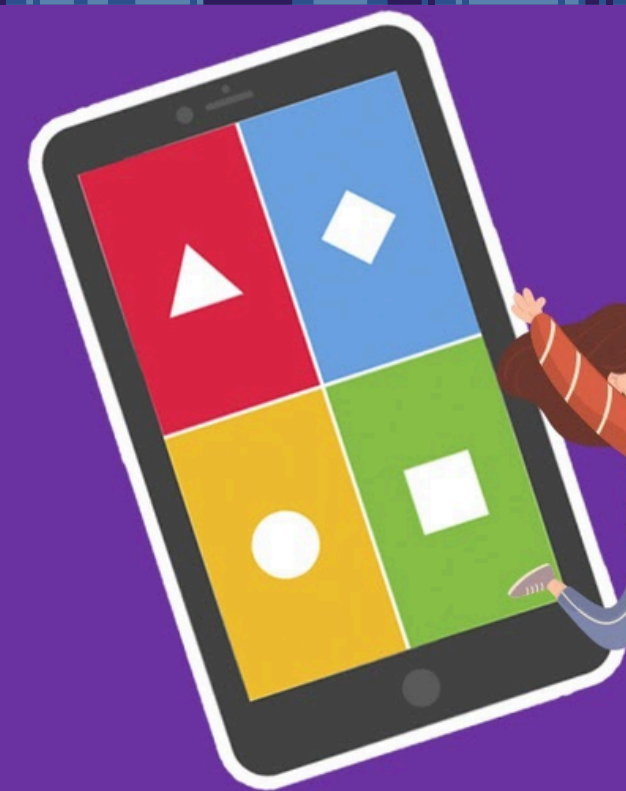
VS



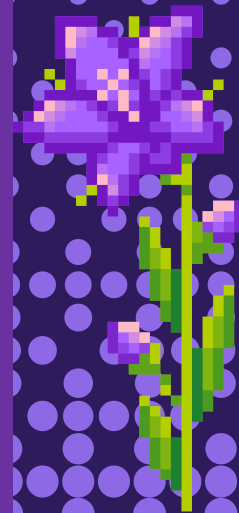
KAHOOT



IT IS A PLATFORM THAT USES QUIZZES AND COMPETITIONS TO MAKE LEARNING MORE INTERACTIVE AND ENGAGING. STUDENTS COMPETE AGAINST EACH OTHER TO ANSWER QUESTIONS CORRECTLY, EARNING POINTS.



Kahoot!



Game options

Recommended

Let your Bitmoji host the game

Add a personal touch to your game

ON

Personalized learning

Let players practice difficult questions after the live game. [View details](#)

OFF

Friendly nickname generator

Avoid inappropriate nicknames in the game

ON

General

Show question and answers on players' devices

For video conferencing and improved accessibility

ON

Lobby music

Original



Randomize order of questions

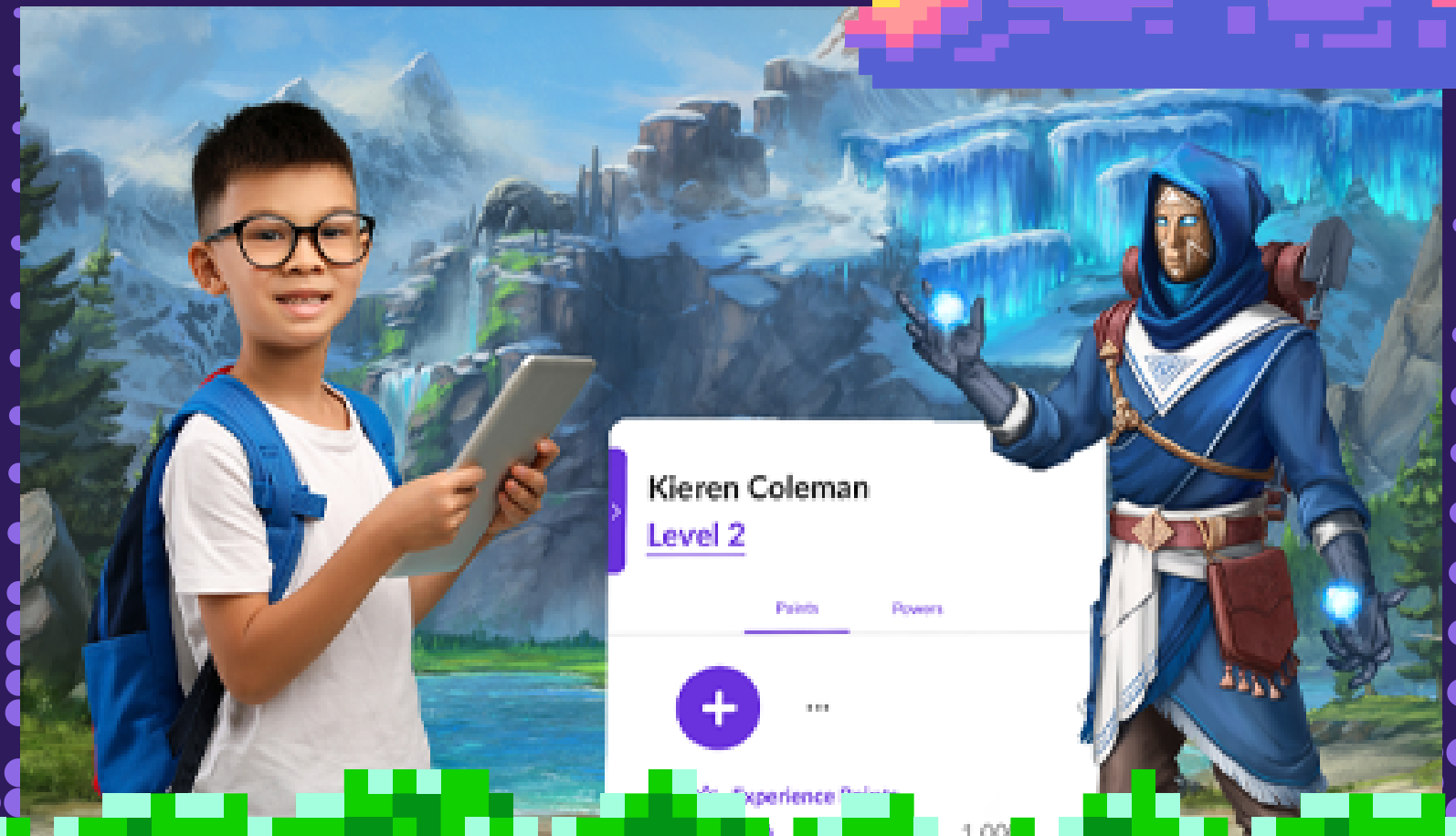
OFF

Randomize order of answers

OFF

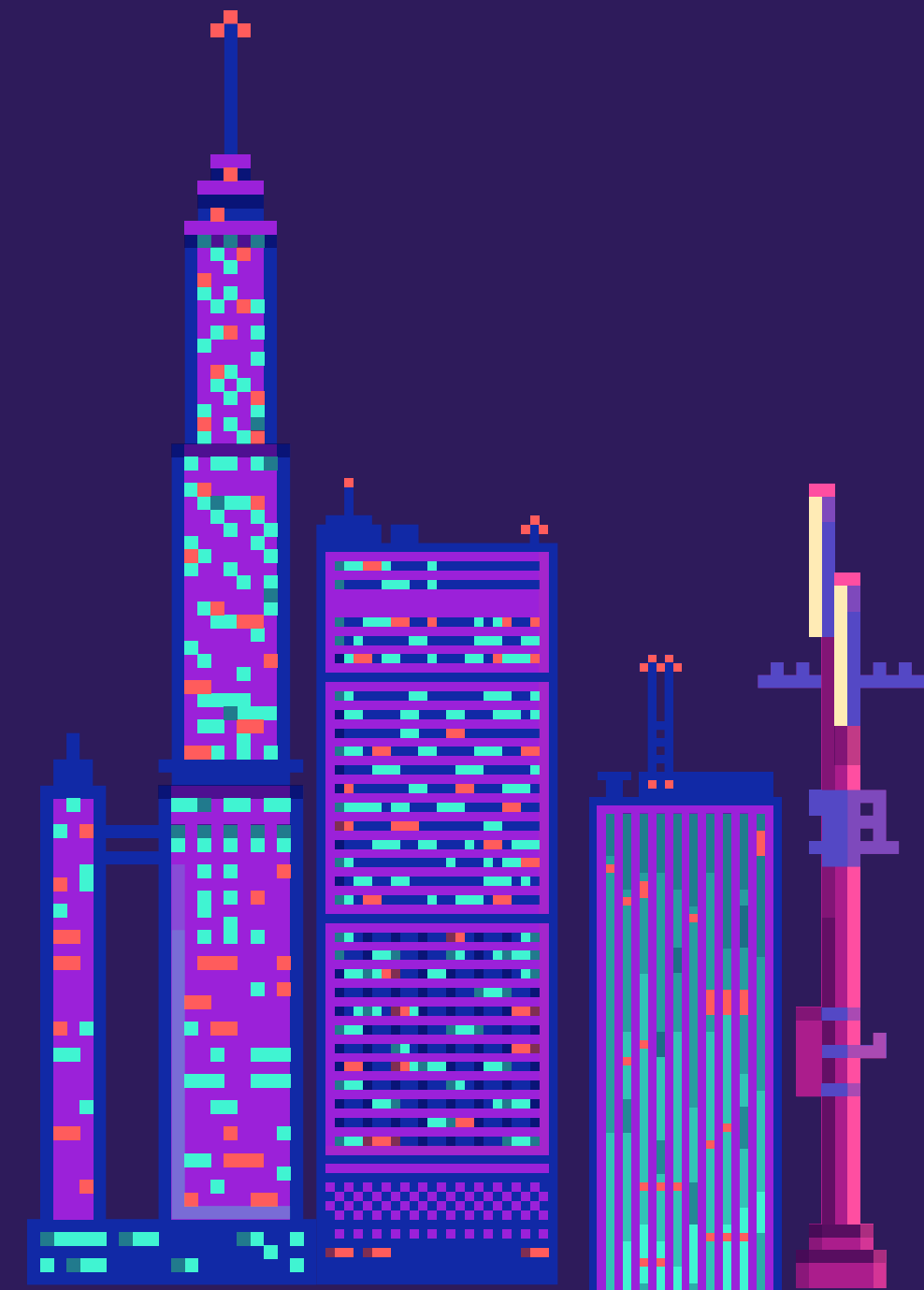
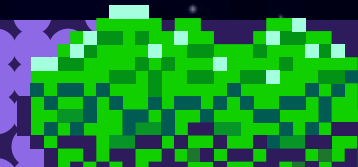
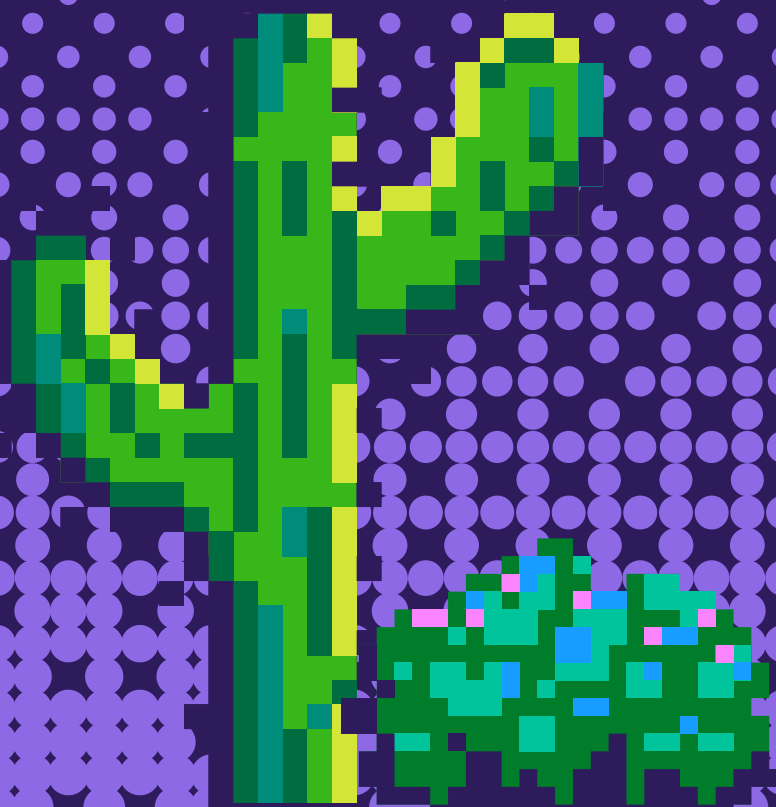
CLASSCRAFT

IT'S A PLATFORM THAT TRANSFORMS THE CLASSROOM INTO A GAME, WHERE STUDENTS CAN EARN POINTS BY COMPLETING TASKS AND BEHAVING WELL. POINTS CAN BE USED TO GAIN SPECIAL POWERS AND INTERACT WITH CLASSMATES.



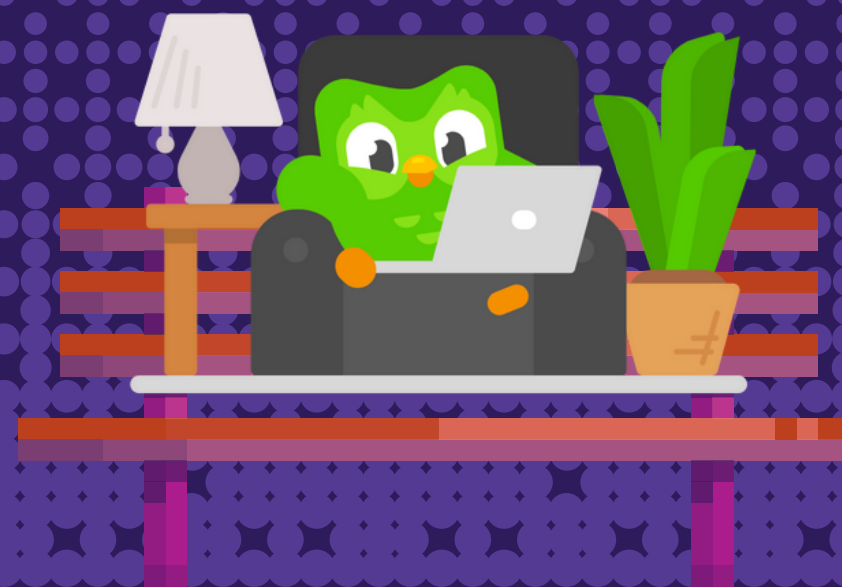
DUOLINGO

DUOLINGO: A LANGUAGE-LEARNING APP THAT USES LEVELS, POINTS, AND REWARDS TO MOTIVATE USERS TO KEEP PROGRESSING.



ACTIVE LEARNING

The playful approach promotes a form of experiential learning, where students become active protagonists in the educational process. Educational games and simulations allow to experiment with concepts in a practical and engaging way, improving the understanding of subjects.





THANK YOU FOR YOUR
ATTENTION



GAME OVER

BRESSI MARICA
SAMÀ SILVIA
RANIERI MARIA GRAZIA
CIRCOSTA MORENA
PROCOPIO SOFIA
AIELLO ALICE
SINOPOLI FRANCESCA

