



Effective use of mobile devices

Gamification

E-Facilitators Mobile

Gamification?



The application of game mechanisms (traditional or not) to the process of formation/learning in order to promote **motivation, effort and engagement** towards the process.

It's more than using games to learn!



Why?



"Playing" is a pleasure, a satisfactory activity linked to the completion of an effort, to the achievement of a goal.



Through the game, we can:

improve people's activity related
to the life-long learning process.

- Transform people's **habits, customs and attitudes** regarding their learning processes.

encourage initiative and
autonomy, empowerment,
decisions taking, risk taking,
effort, determination...



we also can...

Assess and self-assess the result of the effort.

- Promote the acceptance of chance, the resilience through difficult situations, the resistance to frustration, the assessment of error as a means of learning, etc.
- Boost experimentation, exploration of the environment and the repetition of certain behaviors or activities.



"gamify" a learning process

to make the learning process more interesting, attractive and also dynamic.

1. we can add certain elements as an "added layer" on a default teaching sequence, or
2. we can create a completely new sequence.



crucial elements (the game process)

Dynamics of the game:

elements promoting a certain behaviour during the learning activity, responding to human needs linked to the timeless and universal wishes of social recognition, reward, expression, altruism, etc.

Mechanics:

tools, techniques and programs that contribute to the achievement of goals in a clear and accurate way, and strengthen motivation.



Game dynamics

do you like... ?

- Competition
- Reward
- Status
- Achievement
- Expression and self-expression



Game mechanics

create the feeling of playing

- Levels
- Points
- Rankings
- Awards, medals or badges.
- Goods or virtual items
- Challenges
- Missions or milestones



do you want to play
with us?



