



## Impact and influence of gamification approach on classroom learning.

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**Abstract:** Learning is a continuous process which flows lifelong. The class room learning must be very effective and insightful for the learners, since today's learners are digital natives. They are very addicted to the technologies with all the game staff. They have very minimal span of attention in the class. Since teachers have to concentrate more on the grabbing the attention of the students in the class via technology only. To resolve this trend of problem gamification is one of the best ways. Adopting the gamification approach to retain the attention by the teachers is the gist of this approach. Teachers must have the ability to accommodate the modern pedagogical paradigms and trends in classroom reinforced through the ICT and prerequisites for the new approaches. The proper knowledge and training regarding the gamification approach must be clarified for the facilitators. The class must be planned previously for the objectives, prerequisites and resources. This paper will enlighten the importance and ways to adopt the new gamification trend in the classroom for the 21<sup>st</sup> century learners. One of the opt approach to provide badges and ranks will influence the learners to actively participate in the classroom learning.

**Key Words:** Gamification, Approach, Learners' attention span, Badges, Ranks, Non-gamified environment.

### 1. INTRODUCTION:

Classroom learning has various approaches to become insightful for the learners. Facilitators work on the appropriate approaches and methods to reach the level of learners. In the classroom the average span of concentration of the learners is minimal. Hence today's generation teachers must plan for the adoption of new pedagogical approaches to reach the students inside the classroom. Games and games like factors have begun to invade the real world. Gamification involves the utilisation of game mechanics, dynamics and promotable desirable behaviours which influences the domains of the learning. The gamification envisages the pupil's interest and the motivation to learn with all interest. By gamification strategy one can increase the engagement of students in the classroom learning. The strategy basically adopted from the actual gaming. The normal games usually have levels and rewards upon clearance of that level. The same approach has been incorporated in the classroom by generating the various levels for the learners according to the needs of the learners. Many researchers have looked upon the influence of gamification on learning by adopting various games related to pedagogy. Every research has highlighted the increase in participation and involvement of the students in the classroom learning via participating in the games. The student's concentration can be trapped inside the class with interactive games and interestingly designed levels by the teachers. The students are rewarded with some reinforcement with badges on clearing the levels. This method is suitable for all traits of learners in the class. The teacher needs to design the levels according to the level of perception of the learners. Every student will actively participate in the game with acquiring required skills of presentation without any hesitation of participation. The new generation learners required new ways of approach. Technologies can boost their need for entertainment. The combination of entertainment with learning enhances the cognitive, phyco-motor and affective domain collectively. The plan of the class will provide the appropriate base for all the beneficials of the gamification of the education. That will positively influence the learner to take part in the learning. The headway can be provided by the facilitator to learners, for the effective learning in the classroom via games. Typically a normal classroom is a non-gamified environment for the learners which minimizes their attention and interest span of time. As the combination of technology with education provides the extent for attention, there is no other word for that games in collaboration with the technology and classroom teaching will drag that extended concentration inside the classroom. The gamification will also recover the problem of introverts and extroverts in the classroom learning. The class



consists of all kinds of attitudinal traits students will also be actively engaged in gamified classroom. The main objectives of gamifying education involve the generation of a positive attitude towards learning. Designing of the levels of the game will play a major role in the constructional approach of gamification. Though it has controversial results regarding the implementation in the classroom the positive shade occupies the majority of the result. Concentrating on the positive accepted shade gamification can bring the desirable attitudinal change among the learners.

## 2. BACKGROUND OF GAMIFICATION OF EDUCATION:

**Definition:** According to Kapp, gamification is “using game-based mechanics, aesthetic and game thinking to engage people, motivate action, promote learning and solve problems” (Kapp, 2012). And by using the game mechanics motivation and learning can also be promoted in both formal and informal conditions <sup>(1)</sup>. To sum up, gamification is the kind of approach where game elements and game thinking are integrated in the activities of a non-gamified environment. The designers of the game must focus on the level of participants and the relevance of content for the game. The integration of game elements with the classroom teaching is not a risk at all. But the appropriateness of the gamified content according to the need and interest of the learner plays a vital role. Many researchers so far examined the influence and impact of gamified learning on the various range of learners. The obtained results emerged with a positive impact on the self-paced learning of the participants.

These kinds of approach have some distinctive features <sup>(2)</sup> as follows,

- **Users:** students of the educational institutes.
- **Challenges/ tasks:** progress towards the determined objectives.
- **Points:** accumulated results of performed task
- **Levels:** progress on the learned content.
- **Badges:** rewards on the performance of the uses for clearing the levels
- **Ranking:** providing a winners list of highly scored students in front of the community.

### 2.1. NEED OF GAMIFIED EDUCATION:

Since today's learners are well-versed with the use of technology, it's getting complicated to make them active participants in the classroom learning. To overcome this complication we must use the trend of technologies inside the classroom for effective and interactive learning among the students. The main agenda of this paper is mainly based on the need and importance of gifted learning in today's scenario. The technology is easily accessible nowadays to seek any information within seconds on the tip of the users. Hence there will be no more need for the teacher who teaches the content inscribed in the textbook as such. As NEP entitled the teachers as facilitators, every teacher has thought of a new approach to deliver the content in the classroom situation. One can survive in the classroom as a teacher if and only if they facilitate the learning more effectively and interactively than any other technologies. Gamification of education is one of the boons to the facilitators to facilitate the self-paced and insightful learning among the learners. The gamified education envisages the following,

- Well interactive classroom environment
- Self-paced and effective learning opportunities for the learners
- It makes learning fun and interesting
- Creates an addiction to learning
- Rewards will intensively promote the learners towards the learning
- It plays on the psychology that drives the student engagement towards learning.
- It makes learning informative and exciting for the learners.
- It promotes retention of learned content for a longer period.
- It will cement the soft skills among the learners of technological operations.
- It will give creative ideas and creative visualisation of the content.
- It offers real-time feedback and reinforcement for the learners.
- It will enhance the learning experience of the learner.

## 3. METHOD:

### HOW TO IMPLEMENT GAMIFIED EDUCATION:

To enhance the above qualities and abilities among the learner's gamified education is very much needed. In accordance with the learning objectives one can use the strategy of gamification in the class. Without framing the



objectives we cannot achieve any educational goals; it seems to be pointless. Defining the objective on the content and learners' interest is key to planning the gamified classroom teaching and learning. Determination of learner's characteristics also plays a vital role in the gamified educational setup. When teachers want to implement the new approach in the learning process it is essential to define students' characteristics in order to examine whether the new tool and techniques would be effective and suitable for their cognitive levels<sup>(3)</sup>. With the various kinds of mindset the tool must flow effectively and have to achieve the goals or objectives which are previously framed. The creation of content and activities for gamification is the heart of gamified learning. It much incorporates the engagement, multimedia elements, training activities tailored with the soft skills and fun to grab the attention of the learners. The levels must possess multiple performances to boost the self-paced learning among the learners which enables them to learn through multiple attempts to clear the level. This will replace the repetition of the learned content in the typical classroom learning. To cater the needs of the gifted learners the difficulty levels should be tailored within the levels. Majorly multiple paths should be developed to reach the level in order to develop the diverse skills among the learners.

Finally adding the game elements such as rewards, higher levels, and points accumulations are also designed to hold the participation of the learners in the learning track and to motivate them intensively towards the learning<sup>(4)</sup>. Activities that promote the acquisition of skills must be greatly encouraged. Activities which involve social training and interaction with the other learners for the development of social relationships needed to be tailored with the classroom content activities. This will make the students as a part of the huge learning community and their results are public and visible such as in the leader board.

#### **4. SOME OF THE SOFTWARE TOOLS FOR THE GAMIFICATION:**

As a popularized approach, gamification is implemented in the various learning processes. There are many tools for gamified education. Some of them are as follows: Socrative, Duolingo, ClassDojo, Flip quiz and Goal book<sup>(5)</sup>. They are all web-based and do not require installation, one can access them at any time and from any location. Byjus, a popularized learning community promotes gamified learning nowadays. There are many kinds of apps in the play store to promote the same. Teachers can make use of them to cater the needs of the learners via gamification features for the effective and interactive learning atmosphere.

#### **5. CONCLUSION:**

e-learning is one of the effective ways of approach to cater the needs of the learners. Gamification of education also provides a headway to treat the gifted and also the lower range of the students. One of the best ways to approach the learners to mean the needs of new generation learners. Blending the technology with the current interest of the students with the activities of the classroom teaching. Teachers with proper training and the appropriate resources will facilitate classroom teaching engaging every student. Blended learning will provide the opportunity to learn and teach in a healthy environment. The awareness regarding the new approaches and techniques must be created among the new generation facilitators is a prerequisite to implement the gamified education. With this approach one can definitely achieve the educational objectives to the maximum extent in the non-gamified environment.

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