



GAMIFICATION

INTEGRATING TECH IN THE CLASSROOM

gam·i·fi·ca·tion

(NOUN)



- Gamification is the process of taking something that already exists – a website, an online community, a Learning management system – and integrating game mechanics into it to motivate participation, engagement, and loyalty.

SOURCE: COLLINS DICTIONARY

RATIONALE FOR USING GAMIFICATION

MOTIVATION



**INSTANT
FEEDBACK**



REWARDS



**BOOST
PRODUCTIVITY**

CHANGES?

TRAINERS

GAMIFICATION ENHANCES FACE TO FACE FACILITATION HOURS

LEARNERS

INCREASES HOURS LEARNERS SPEND ON CONTENT.



5 benefits of using GAMIFICATION with ECWT students

1. ENCOURAGES PARTICIPATION

2. LEARNING BECOMES STIMULATING AND INTERESTING

3. IT ALLOWS LEARNERS TO MAKE MISTAKES

4. LEARNING THAT ENGAGES THE ENTIRE BRAIN.

5. INCREASE IN SCORES AND MASTERY OF CONTENT



Measuring Motivation



2 Barriers to using GAMIFICATION with ECWT students

1. Staff capacity

2. Learners don't have the access to devices that host gamification.



**SOCIAL MEDIA
FOR ECWT
RECRUITMENT
AND FOLLOW-UP.**

GAMIFICATION



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