

Ambasadorzy Metodyki

- **Gamification is the use of game elements and game-design techniques in non-game contexts.**

It can be used in a variety of contexts for engagement growth.

Iacono, S., Vallarino, M., & Vercelli, G. (2020). Gamification in corporate training to enhance engagement: An approach. International Journal of Emerging Technologies in Learning (iJET), 15(17), 69-84.

- **The data clearly shows that game-based learning empowers Employees and lets us stay competitive!**

- **Game-based elements that we use in our e-Learnings to increase learners motivation:**

- **collecting points,**
because it's one of the most motivating game-based element
- **exercises as decision making,**
because neuroscience of game-based learning proves that decision making tasks offer freedom to fail thus maximizing the learning process and feedback allows users to learn about the consequences of their own decisions, which influences behavior change and knowledge retention
- **feedback and summarise,**
because it facilitates self-reflection and revision of behavior
- **trophy, cups and badges.**
because they're an effective tool in the development of individual's behavior (collecting items deemed valuable is human nature)

- **GAME PIN FOR KAHOOT: 02353296**

