Web 2.0 Tools for gamification

Web 2.0 tools for school education

INTRODUCTION

Gamification and game-based learning (1/2)

✔ The game-based learning focuses on learning through the use of games or video games with the purpose of achieving an educational objective.

✔ Gamification is the application of gaming mechanics in outer contexts with the objective of involving students into learning by leveraging on the engagement. This purpose is often achieved by adopting game mechanics such as challenges, rewards and high scores.

✔ Gamification tools are a very useful resource for an interactive and fun way of learning.

INTRODUCTION

Gamification and game-based learning (2/2)

✔ Web 2.0 tools for gamification create games and it is understandable that the students tend to be more responsive towards them with respect to traditional classes.

✔ Learning through playing does not feel like studying, but the information is shared and received as well, also thanks to the positive attitude and will of playing

✔ The tools that we will list here as an example are:

    ✔ Quizlet (www.quizlet.com),

    ✔ Kahoot (www.kahoot.com) ,

    ✔ Quizizz (www.quizizz.com)

GAMIFICATION TOOLS

Quizlet

✔ Quizlet is a useful tool for creating simple learning gizmos, especially for the enrichment of vocabulary.

✔ Quizlet allows students to solve exercises and repeat the terms they need to learn adopting a stimulating approach for kids and young adults, exploiting game-mechanics and multiple techniques for learning.

✔ Students can share their vocabulary set with their classmates, so that a cooperative study may be conducted.

✔ Quizlet is available both as a mobile phone application and a web application.

GAMIFICATION TOOLS

Kahoot

✔ Kahoot is a game-based learning platform, widely used as an educational tool in schools and other educational institutions.

✔ With Kahoot you can create a quiz game in which the set of questions and the topic may vary in a custom fashion

✔ It is a very powerful tool for teachers, since it is possible to test the students in a fun way.

✔ Teachers may perform small learning quizzes so that the new content is best settled. During the game it is possible to share a video to test the students about the comprehension of what they saw.

GAMIFICATION TOOLS

Quizizz (1/2)

✔ Quizizz is a free Web 2.0 tool designed for creating quizzes multiplayer in real-time modes.

✔ The multiplayer feature of the environment activates the competitive dynamics of students who will have to answer questions faster and more correctly than their peers in order to win.

✔ Through this environment, it is possible to activate different educational methodologies such as peer education by proposing to the students themselves to create quizzes to be administered to their classmates and rework to the knowledge and fix the concepts studied in a creative way.

GAMIFICATION TOOLS

Quizizz (2/2)

✔ The questions can be composed with multimedia resources such as images and text that can be uploaded from your own PC or from the Internet. Once the questions have been entered and the quiz completed, the timings can be defined by setting response times. Finally, it is possible to activate the quiz by obtaining a unique code for it, which can be sent to all those who take part in the game.

✔ The teacher can use a computer connected to a projector to view the players' live rankings, creating a positive climate of challenge in the classroom. Finally, thanks to a dashboard, the results of the class can be analyzed and the percentages of correct and incorrect answers can be displayed, both by student and by question.