

AJMAL

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COLLEGE OF EDUCATION, HOJAI

ESTD: 2014



Computer in Education: **Educational apps and gamification in teaching**

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Computers in Education

Computers have become an essential part of modern education because they make learning more flexible, interactive, and accessible. They allow teachers to use multimedia presentations, simulations, and digital content to explain complex concepts more clearly. With the help of computers, students can explore information beyond textbooks and develop independent learning skills. Computers also support collaborative learning through online platforms and digital communication tools. As a result, the use of computers enhances the overall quality and effectiveness of the teaching–learning process.



Role of Computers in Education (Uses and Advantages)

- Preparing teaching materials (PowerPoint presentations, videos, documents)
- Supporting online learning and virtual classrooms
- Providing access to digital libraries and educational websites
- Conducting online quizzes, assignments, and assessments
- Enabling interactive learning through multimedia tools
- Facilitating communication between teachers and students
- Helping students in research and information gathering
- Supporting collaborative learning through digital platforms
- Making learning more engaging, flexible, and accessible for students and teachers



Educational apps

Educational apps are **software applications** designed to support teaching and learning through digital devices such as computers, smartphones, and tablets. These apps provide interactive and engaging learning experiences by combining multimedia elements like text, audio, video, and quizzes. Educational apps allow students to access learning materials anytime and anywhere, support self-paced learning, and provide instant feedback on performance. They also help teachers manage classroom activities, assignments, and assessments more effectively.



Gamification

Gamification refers to the use of **game elements** and **game design techniques** in **non-game contexts** such as education to make learning more engaging, motivating, and interactive.

In teaching, gamification involves incorporating features like points, badges, levels, leaderboards, and rewards into classroom activities or digital learning platforms to encourage student participation and improve learning outcomes.

Instead of traditional passive learning, gamification turns the learning process into an active and enjoyable experience, increasing students' interest and motivation.



Gamification vs Game-Based Learning

Learning becomes more effective when it is engaging and enjoyable for students. Gamification and game-based learning are two approaches that help make the teaching–learning process more interactive

Gamification refers to the use of game elements such as points, badges, leaderboards, and rewards in regular educational activities to motivate students and increase participation. In contrast, **game-based learning** involves using actual educational games where students learn concepts by playing the game itself. While gamification adds game-like features to traditional learning tasks, game-based learning uses a complete game as the main method of instruction.



A multiplication challenge game where students solve multiplication problems to defeat obstacles or collect points to reach the next stage of the game.

Gamification – Adding game elements to learning activities.

Game-Based Learning – Learning by playing educational games.

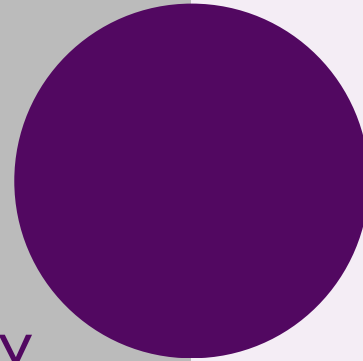
Why Gamification?



Gamification has several educational advantages:

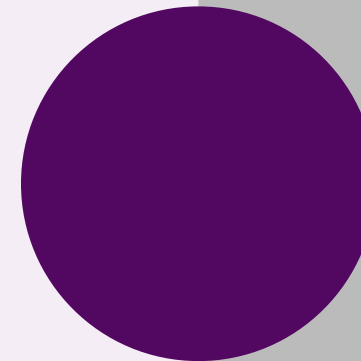
Increases Student Motivation

Game elements encourage students to participate actively and stay interested in lessons.



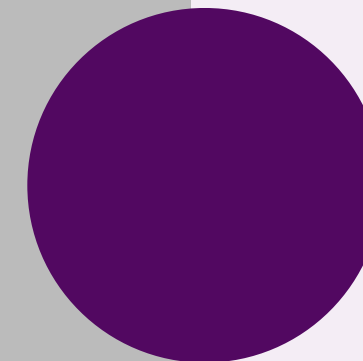
Makes Learning Enjoyable

Learning becomes fun and engaging rather than monotonous.



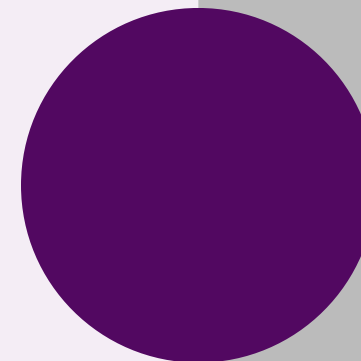
Improves Student Participation

Students are more willing to interact and take part in classroom activities.



Encourages Healthy Competition

Leaderboards and points promote friendly competition among students.





Enhances Retention and Understanding

Interactive activities help students remember concepts better.

Provides Instant Feedback

Students immediately know their performance and can improve.

Supports Digital Learning

Gamification integrates well with modern ICT tools and educational apps.

Gamification Elements



▶ **Points**

▶ **Badges**

▶ **Leaderboards**

▶ **Levels**

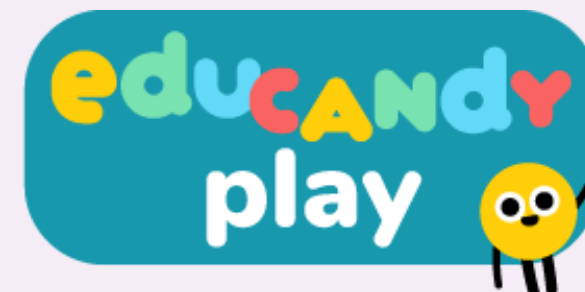
▶ **Rewards**

▶ **Feedback**



Conclusion

Gamification is an innovative teaching approach that integrates game elements into educational activities to enhance student engagement and motivation. By making learning interactive, enjoyable, and competitive, gamification helps improve participation, understanding, and overall learning outcomes in modern classrooms.

The logo for educaplay, featuring the word "educaplay" in white lowercase letters on a green rounded rectangular background.The logo for educandy play, featuring the word "educandy" in colorful lowercase letters (e: yellow, d: blue, u: red, c: green, a: blue, n: red, d: blue, y: yellow) above the word "play" in white lowercase letters on a teal rounded rectangular background. A small yellow smiley face character with black eyes and a red tongue is positioned to the right of the word "play".The logo for Duolingo, featuring the word "duolingo" in green lowercase letters with a small green owl character perched on the letter "o".

Thank You

Let's keep learning and growing together.



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