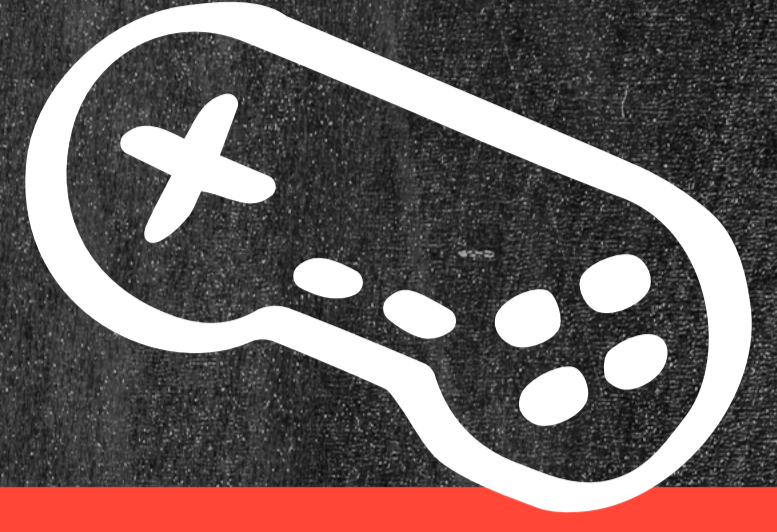


# imc My Digital School

## Fun and games in the classroom thanks to gamification



### Good to know

Gamification isn't about using a specific computer game in the classroom, but rather using a mix of game elements. Gamification therefore refers to the use of playful elements in a non-playful context.

## Elements from the world of games and their use in the classroom

### Quest

A quest is comparable to a mission that has to be fulfilled in order to collect points. For example, tasks, riddles or puzzles have to be solved in a limited time or in a team. This promotes class cohesion and creativity, as solutions have to be found independently.



### Storytelling

In the school context, storytelling means packaging lesson content in stories to create a more exciting learning environment. As in role-playing or adventure games, the students\* then have the task of completing work assignments around the story.



### Points

Points can be gained by solving given tasks. The points give the students immediate feedback on where they are at the moment. Afterwards, the accumulated points can be exchanged for rewards.



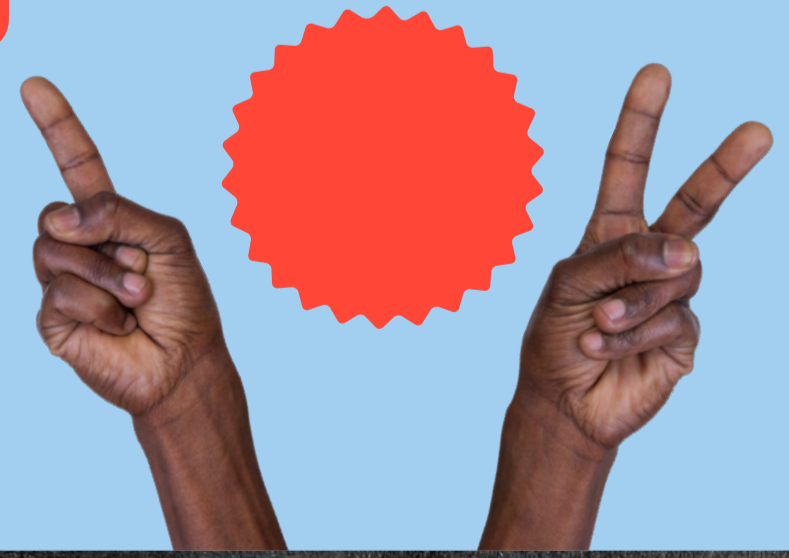
### Leaderboards

Leaderboards indicate who has scored the most points when completing work assignments. The aim is to increase motivation and commitment - after all, who wouldn't like to move up further places or maintain their lead?



### Badges (awards and titles)

Those who solve a task particularly quickly or with a particularly good result receive a badge. This can include titles, prizes or trophies. The award is a feedback for the students and motivates them to continue to complete tasks diligently.



## Conclusion

Gamification opens up new possibilities to convey (teaching) content in a playful way and to create incentives to complete the tasks.