



# Gamification and Game-Based Learning (GBL)

Your PD for Me Topic

## GAME-BASED LEARNING

uses game elements to teach a specific skill or achieve a specific learning outcome. It takes your core content and objectives and makes it fun.

VS.

## GAMIFICATION

the application of game mechanics in a non-game context to promote desired behavior and drive learning outcomes. Think points, badges, leaderboards and incentives.

The main difference between the two is the degree of integration of game mechanics into the content. GBL fully integrates so that the game *is* the learning. Gamification, on the other hand, uses game elements as a reward for completing existing learning tasks/expectations ([source](#)).

### The + & - of GBL

- + Promotes problem solving, student collaboration, and critical thinking.
- + Better for complex material that requires strong engagement.
- + Great for fostering resiliency in learners.
- + Gamification can be built into a GBL experience.
- Designing GBL experiences can be expensive and/or time consuming.



A GBL Example

### The + & - of Gamification

- + Adds an element of fun which enhances student engagement.
- + Generally cheap and easy to implement.
- + Works well with simple, memory-based learning.
- + Motivates students to complete tasks.
- Can become boring when it's repetitive, predictable, and/or disconnected from the content.

### A Blog with Gamification Examples

Paul Darvasi

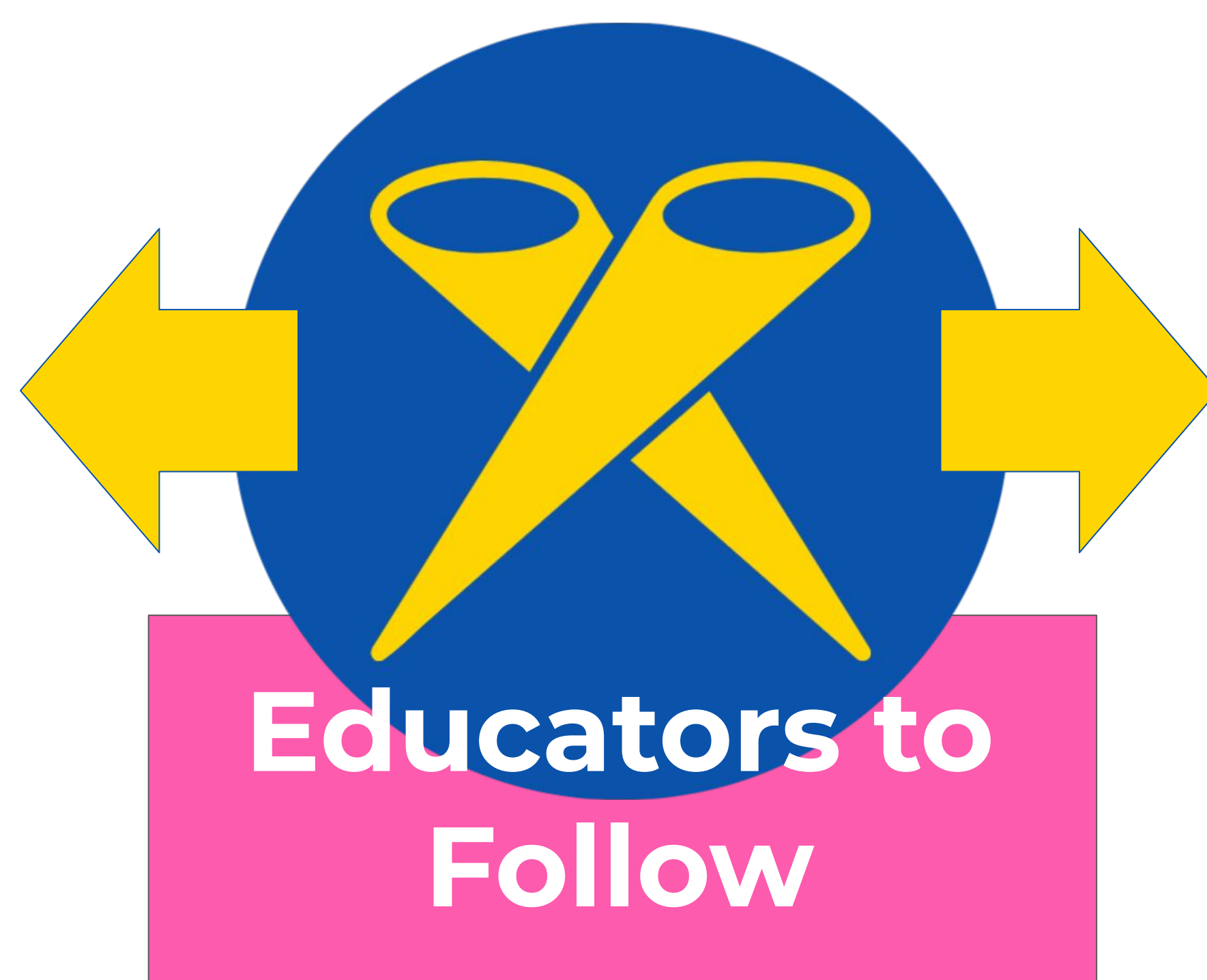


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## Where to Learn More

- [How to Use Gameplay to Enhance Classroom Learning](#) (from Edutopia)
- A Conversation on [What Makes a Game an Effective Learning Activity Versus a Time Waster?](#)
- Join in the [#Games4Ed](#) weekly Twitter Chat moderated by Nebraska's own [@MPilakow](#)

## Three Reflection Questions

1. What games have I played in my classroom before, and did those experiences use GBL or gamification or both?
2. Does GBL or gamification seem more applicable to my grade and content? Why?
3. Where might I be able to add GBL or gamified elements into my classroom?