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ADVANTAGES AND DISADVANTAGES OF GAMIFICATION AND GAME-BASED TEACHING

„GAMIFICATION IN CLASS - CHALLENGES AND REWARDS“

ERASMUS+

2020-1-LT01-KA229-077970



2020-2022

Turkey, Lithuania, Romania, Spain, Italy

WHAT THEORY OF GAMIFICATION SAYS?

Advantages:

1. Gamification transforms boring Learning courses into engaging and interesting experiences.
2. Gamification makes learners want to achieve the learning objectives of a course. They want to know what comes next.
3. Provides Instant feedback, lets learners see how they are doing compared to their friends.
4. Increases motivation.

Disadvantages:

1. Absorb teaching resources and budget.
2. Does not meet the learning needs of all students (they may not be able to read and follow directions).
3. Poor design in game leads to disengagement and confusion.

PUPILS' ANSWERS

(SILUTE ZIBAI PRIMARY SCHOOL, LITHUANIA)

ADVANTAGES

1. It's fun.
2. Lessons are more interesting.
3. Easier to remember the things you learn.
4. Helps to make friends.
5. During traditional lesson I want to sleep.

DISADVANTAGES

1. Sometimes not easy.
2. Sometimes classmates disturb me (annoy).
3. I don't like because I don't get a star (sticker, badge...)



PARENTS' ANSWERS

(SILUTE ZIBAI PRIMARY SCHOOL, LITHUANIA)

ADVANTAGES

1. Learn to work in a team, make decisions together.
2. Children remember better through games (than when they learn from books)
3. They learn patience and tolerance.
4. Strengthens the desire to learn.
5. Lesson's time passes more fun, easier to remember the learning material.

DISADVANTAGES

1. It is difficult to concentrate again for serious work in class.
2. Writing skills are not trained.
3. Instant score or reward is popular in games - it quickly becomes a habit to "get everything fast".
4. Games are activities for extrovert children, introverts are more tired when work in groups.
5. No disadvantages.



TEACHERS' ANSWERS

(SILUTE ZIBAI PRIMARY SCHOOL, LITHUANIA)

ADVANTAGES

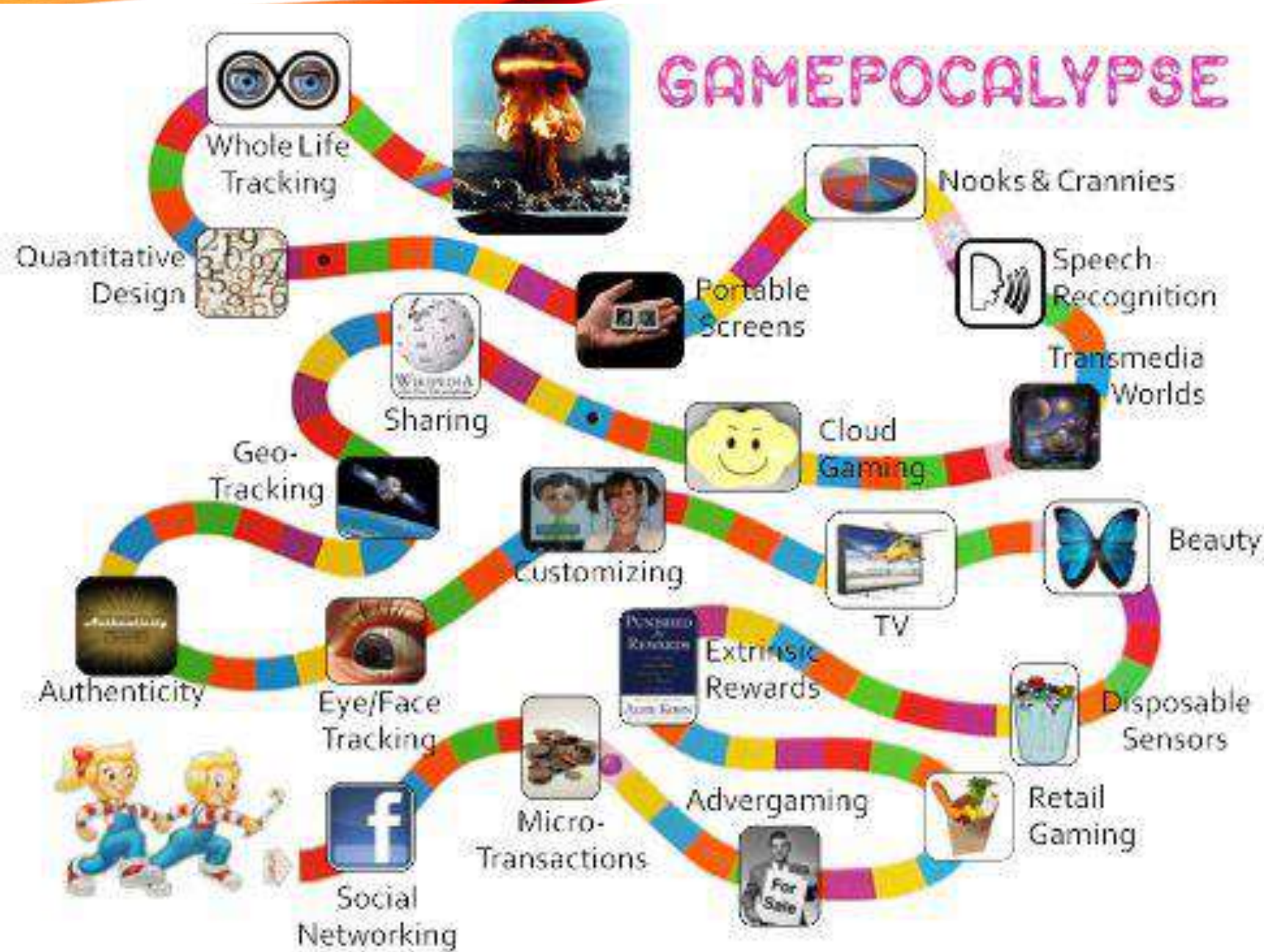
1. Lessons are more interesting and students like them more.
2. They learn to cooperate.
3. It promotes the engagement of learners.
4. Learning is more effective.

DISADVANTAGES

1. Preparation takes longer.
2. Additional resources.
3. Expensive.
4. Lack of creativity.
5. Just for one time.



GAMEPOCALYPSE



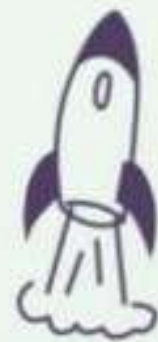


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ADVANTAGES AND DISADVANTAGES OF GAMIFICATION AND GAME-BASED TEACHING

Turkey
2020-2022

GAMIFICATION





Advantages of Gamification

- **Enjoyable**
- **Make courses more interesting**
- **Beneficiaries of competition**
- **Enhance motivation**
- **Relaxing learning environment**
- **Decrease the number of monotonous lesson**
- **Promotes team work**
- **Immediate feedback**

Disadvantages of Gamification

- **Limited time**
- **Number of student**
- **Making study dependent on extrinsic motivation**
- **Supplying Equipment**
- **Cost of students and schools**
- **Class size**
- **Curriculum density**

Advantages of Game Based Learning



Increase engagement

Better understanding

Motivation

Encourages active learning

Accessible

Need less preparation



Advantages of Game Based Learning



Increase engagement

Motivation

Accessible

Need less preparation

Better understanding

Encourages active learning

01 Longer time for task completion

02 Cost of the gbl (time-preperation)

Disadvantages of Game Based Learning

03 Challenge offered not match with learners



Thank You





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ADVANTAGES AND DISADVANTAGES OF GAMIFICATION AND GAME-BASED TEACHING

Romania
2020-2022

Advantages and disadvantages of game-based teaching and gamification

GAME-BASED TEACHING

ADVANTAGES

Easy access to a bank of games.



It doesn't take up too much of
your lesson time.



The games don't have to be
digital.



HOORAY!

DISADVANTAGES



OH, NO!



It's a sporadic tool.



It only targets specific and
usually individual aspects of the
language.



You only involve some of the
students, usually the more active
ones.

Advantages and disadvantages of game-based teaching and gamification

GAMIFICATION



ADVANTAGES

It keeps students interested over a longer period of time



It's something new and interesting.



It's totally different from a classical lesson.



It brings diversity.



HOORAY!

DISADVANTAGES



OH, NO!



It takes up time for planning and creating the storyline.



The teacher should pay attention to the level of competitiveness.