

Game-Based Learning



What Is Game-based Learning?

Features of game-based learning (GBL):

GBL uses competitive exercises, either pitting the students against each other or getting them to challenge themselves in order to motivate them to learn better.

Games often have a fantasy element that engages players in a learning activity through a storyline.

In order to create a truly educational game, the instructor needs to make sure that learning the material is essential to scoring and winning.

What is GBL? - elements of an engaging, educational, classroom game.

Categories of games that can be adapted for learning include:

Video Games (Digital Game-Based Learning)

Board and Card Games: with descriptions of geoscience games

In short, students are won over by the techniques used in game-based learning and captivated by the contents.

The main characteristics of game-based learning are:

- The learning process takes place through different and attractive scenarios
- The learning process is based on overcoming different challenges
- The learning experience is positive and interesting

Its also important to highlight the fact that to create efficient game based learning it is essential to integrate a simulator that creates real situations which enable students to practice the skills. When we refer to soft skills training the use of video games is specially interesting. Soft skills need to be practiced in order to ensure learning.



Studies show that gamified formats of training in enterprises improve knowledge retention by students, increase the completion rate of courses and make what is learned to be more applicable to daily life thanks to the inclusion of game elements that allow students to practice what they learn while studying theoretical content.

E-learning has been defined over the past decade as a way to make available to the students a large catalog of courses, flexible schedules and individualized training, but it has proved to be a system with abandonment ratios very high and where effective learning is much lower than with other training methods.

In contrast, game-based learning offers all the advantages of individualization and flexibility of e-learning training, but the application of gamification techniques improve their weaknesses. These results make it go gradually imposed gradually in the world of online education and increasingly will gain more land to traditional e-learning.

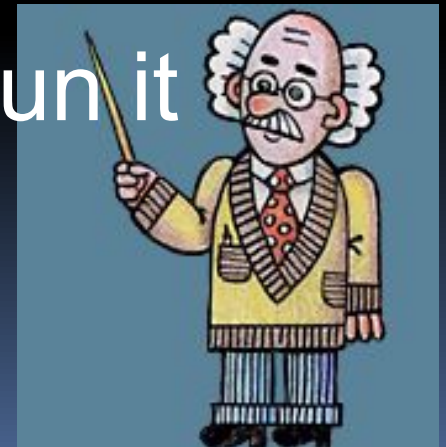
■ **Why Use Game-based Learning?**

- Not only does the integration of learning with gaming make science more fun; it also:
 - Motivates students to learn
 - Immerses them in the material so they learn more effectively
 - Encourages them to learn from their mistakes.

How to Teach with Games

To integrate learning and game play:

- Work out how to give students points for accomplishing certain goals in a lesson plan
- Decide on rewards for the victors
- Create game pieces
- Test your game before you run it



Thank you !

