STADIO

Gamification for better teaching and learning

24 October 2025

GAMIFICATION

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Gamification is the application of game design elements, such as points, badges, and leaderboards, to non-game contexts to engage and motivate people to achieve specific goals.

Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2011). From game design elements to gamefulness: defining "gamification." *Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments*, 9-15.

THOUGHTS ON LIFE, GAMES & LEARNING

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Life is a learning game.

Psychology:

Psychology is the scientific study of the **mind** and **behavior**, encompassing a wide range of mental **processes**, **emotions**, **thoughts**, and **actions**. It seeks to understand <u>how individuals perceive, process, and respond to the world around them</u>, as well as the biological, social, and environmental factors that influence mental functioning and well-being.

Psychology involves various subfields such as cognitive psychology, clinical psychology, developmental psychology, and social psychology, each focusing on different aspects of human experience. It applies both **experimental** and **therapeutic** methods to <u>promote mental health, improve individual and group performance, and solve real-world problems</u>.

Gerrig, R. J., & Zimbardo, P. G. (2012). *Psychology and Life* (20th ed.). Pearson.

THOUGHTS ON LIFE, GAMES & LEARNING

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Life is a learning game.

Psychology

Humans bad at self organising (contextually!)

Games provide parameters (rules)

Success = reward = dopamine

"Nothing succeeds like success."

Checklist everything!

Games for process

Games for content creation