

ABSTRACT

Gamification in education, or gamification in learning, is sometimes described using other terms: game-full thinking, game principles for education, motivation design, engagement design, etc. It is different from game-based learning in that it does not involve students making their own games or playing commercially-made video games. It operates under the assumption that the kind of engagement that gamers experience with games can be translated to an educational context towards the goals of facilitating learning and influencing student behavior. Since gamers voluntarily spend countless hours playing games and problem-solving, researchers and educators have been exploring ways to harness video games' power for motivation and apply it to the classroom.