



HANDONG
UNITWIN
FELLOWSHIP



School of
Education

Lecture 10

Spring 2024

C-EDUC2: Technology for Teaching and Learning 1

Dexter M. Balajadia, LPT, Ph.D.

Professor / Lecturer

Lecture 10



Gamification and Educational Games

Image 1: Adopting 'Minecraft: Education Edition' for game-based learning in Pinagbuhatan High School (Source: PhilStar.com, 2022: Online)



Online Distance Learning Alternatives

**How has online mode of learning
disrupted modern education?**

Looking back at LECTURE 9



Schools implement digital assessment tools to optimize instruction and learning through increased efficiency, tailored feedback, heightened student involvement, and better preparation for the digital era. These tools enhance assessment procedures to more effectively cater to the requirements of modern education in the 21st century.



Lecture Objectives

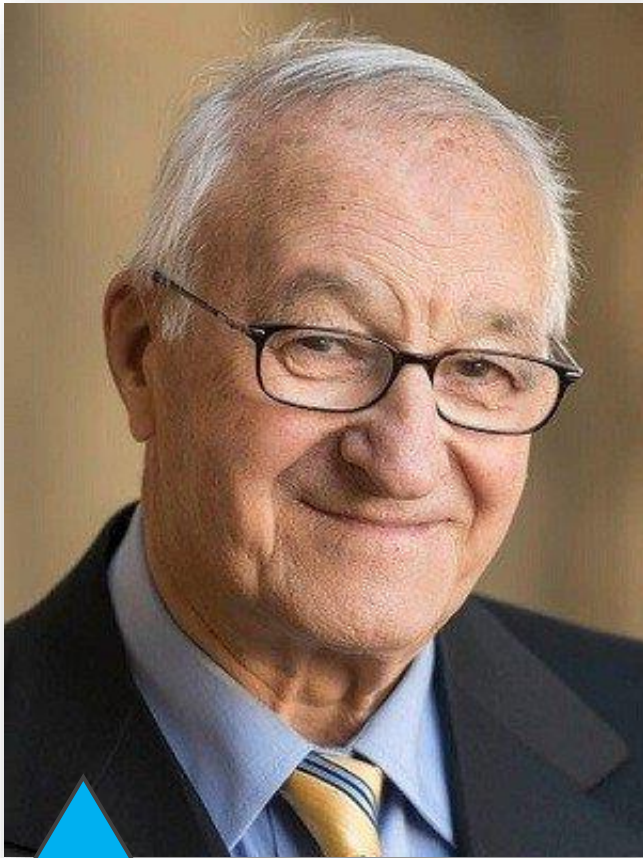
- 1. Explain how game-based teaching can enhance the learning experiences of students to achieve the lesson objectives;**
- 2. Discuss the philosophies that support gamification and educational games in technology for teaching and learning; and,**
- 3. Investigate the various forms of game-based teaching and learning.**



Topic 1

Enhancing Learning through Gamification

Topic 1: Gamifying Teaching and Learning



Bandura's Social Cognitive Theory

Playing games reinforces
learning when children fondly
strategize with peers

Image 3: *Social Learning Theory: Albert Bandura* (Source: Kurt, 2020: Online)



Topic 1: Gamifying Teaching and Learning

**Enhancing Engagement
and Motivation**

**Improving Learning
Retention**

**Promoting
Problem-Solving Skills**

Fostering Collaboration



Topic 1: Gamifying Teaching and Learning

**Enhancing Engagement
and Motivation**

**Fun activities keep the
mind and body alert.**



Topic 1: Gamifying Teaching and Learning

**Improving Learning
Retention**

**Pleasant experiences
are easy to remember
and last longer.**



Topic 1: Gamifying Teaching and Learning

**Promoting
Problem-Solving Skills**

**Playing games engage
the mind to analyze
and strategize.**



Topic 1: Gamifying Teaching and Learning

Fostering Collaboration

**Group games enhance
the relational and social
skills of students.**

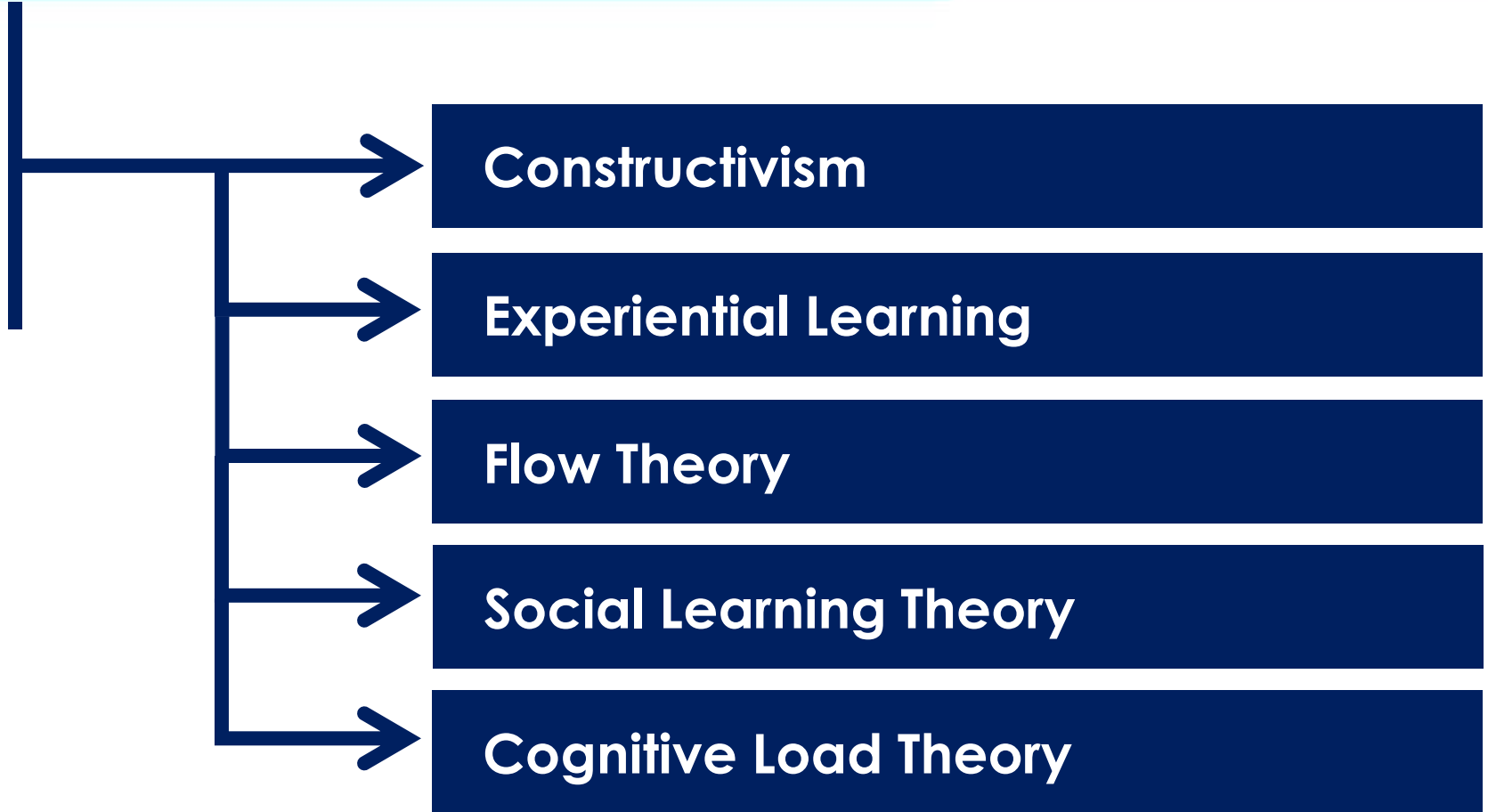


Topic 2

Educational Bases of Gamification

Topic 2: Educational Bases of Gamification

Philosophies for Educational Games





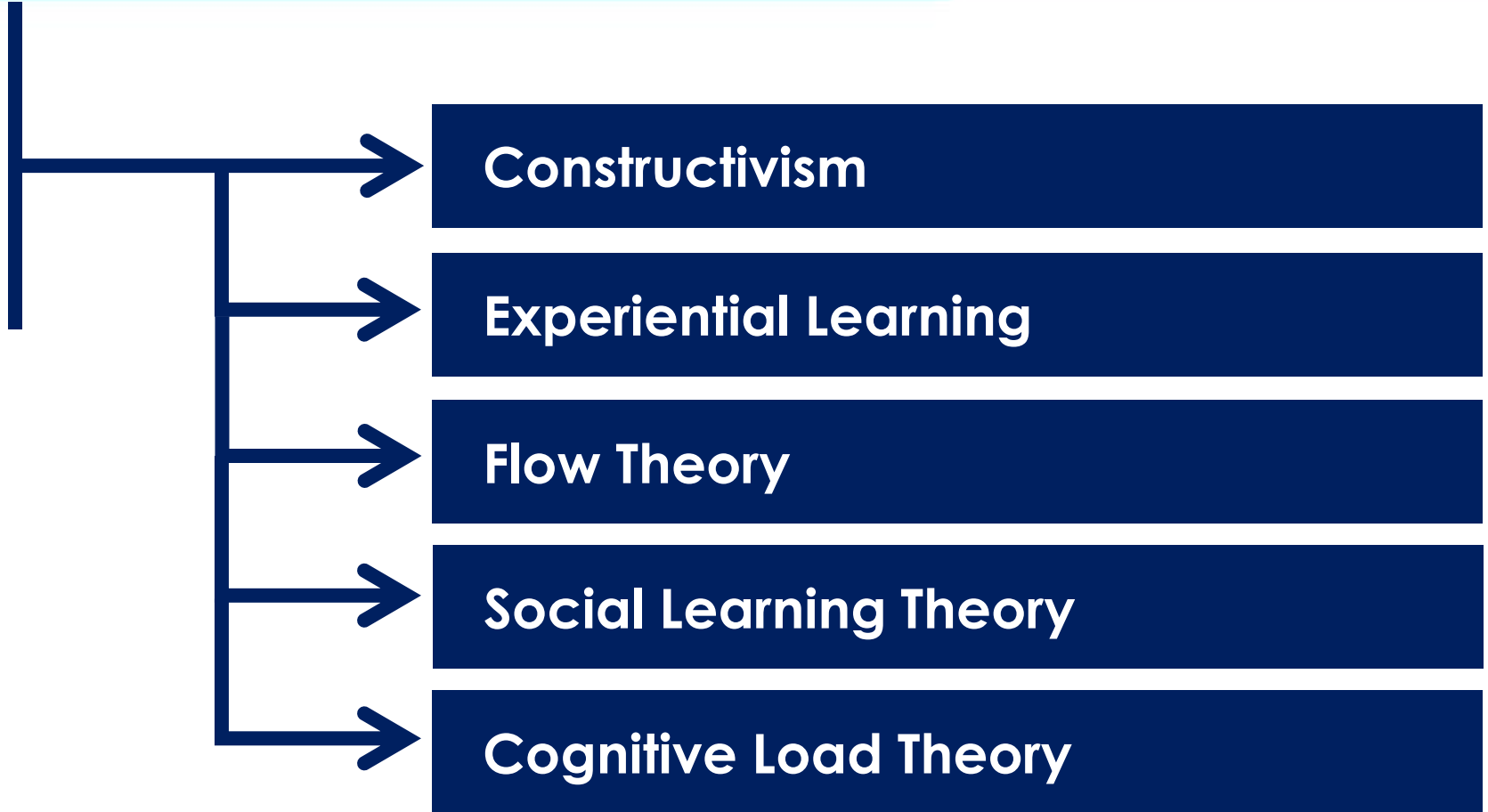
Topic 2: Educational Bases of Gamification

Constructivism

**Active and creative thinking
Individual or collaborative work
Strategize and construct new strategies**

Topic 2: Educational Bases of Gamification

Philosophies for Educational Games





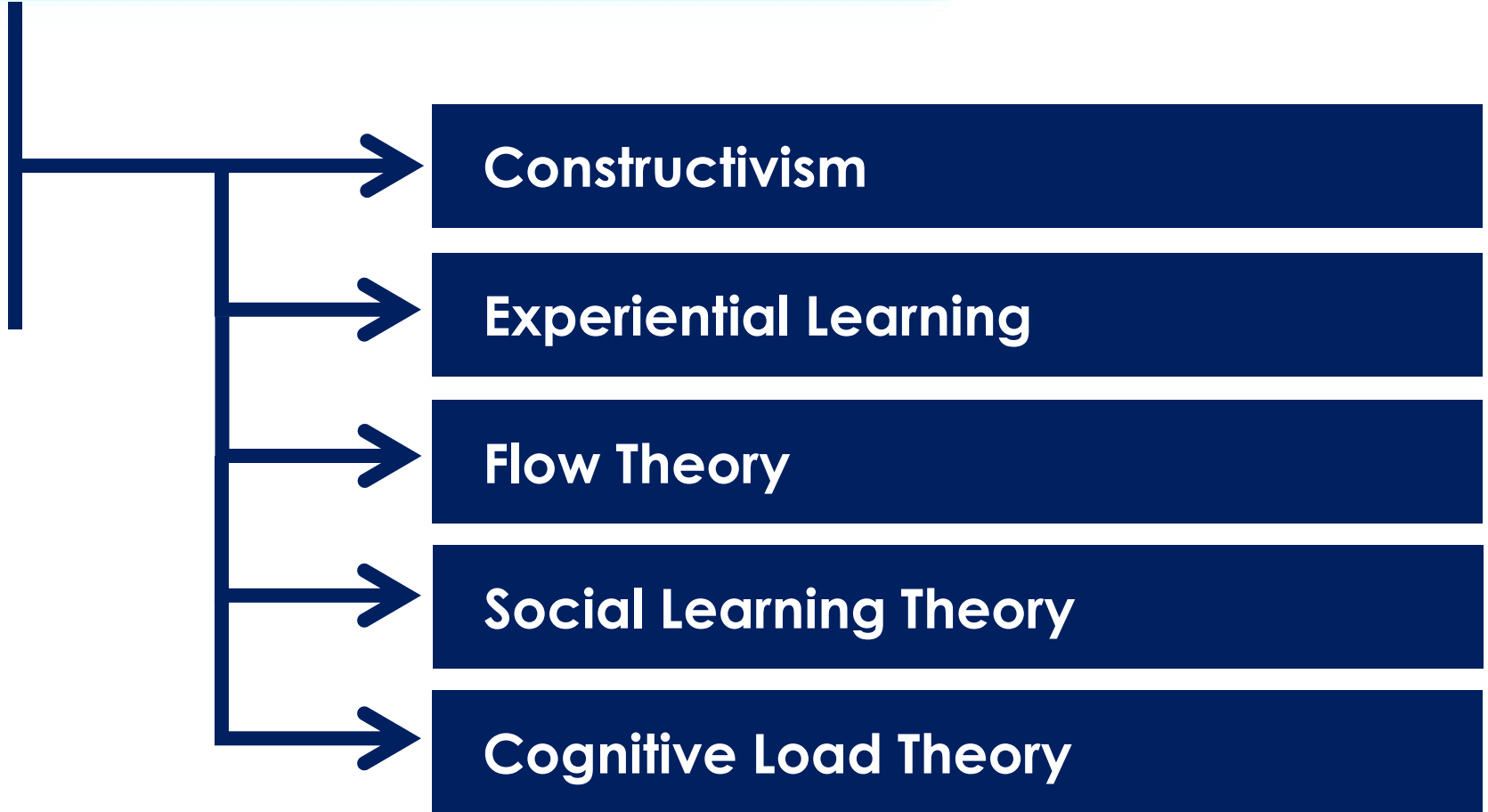
Topic 2: Educational Bases of Gamification

Experiential Learning

Direct engagement and reflection on experiences
Maximum involvement of senses and thinking
Analysis of scenarios and cases

Topic 2: Educational Bases of Gamification

Philosophies for Educational Games





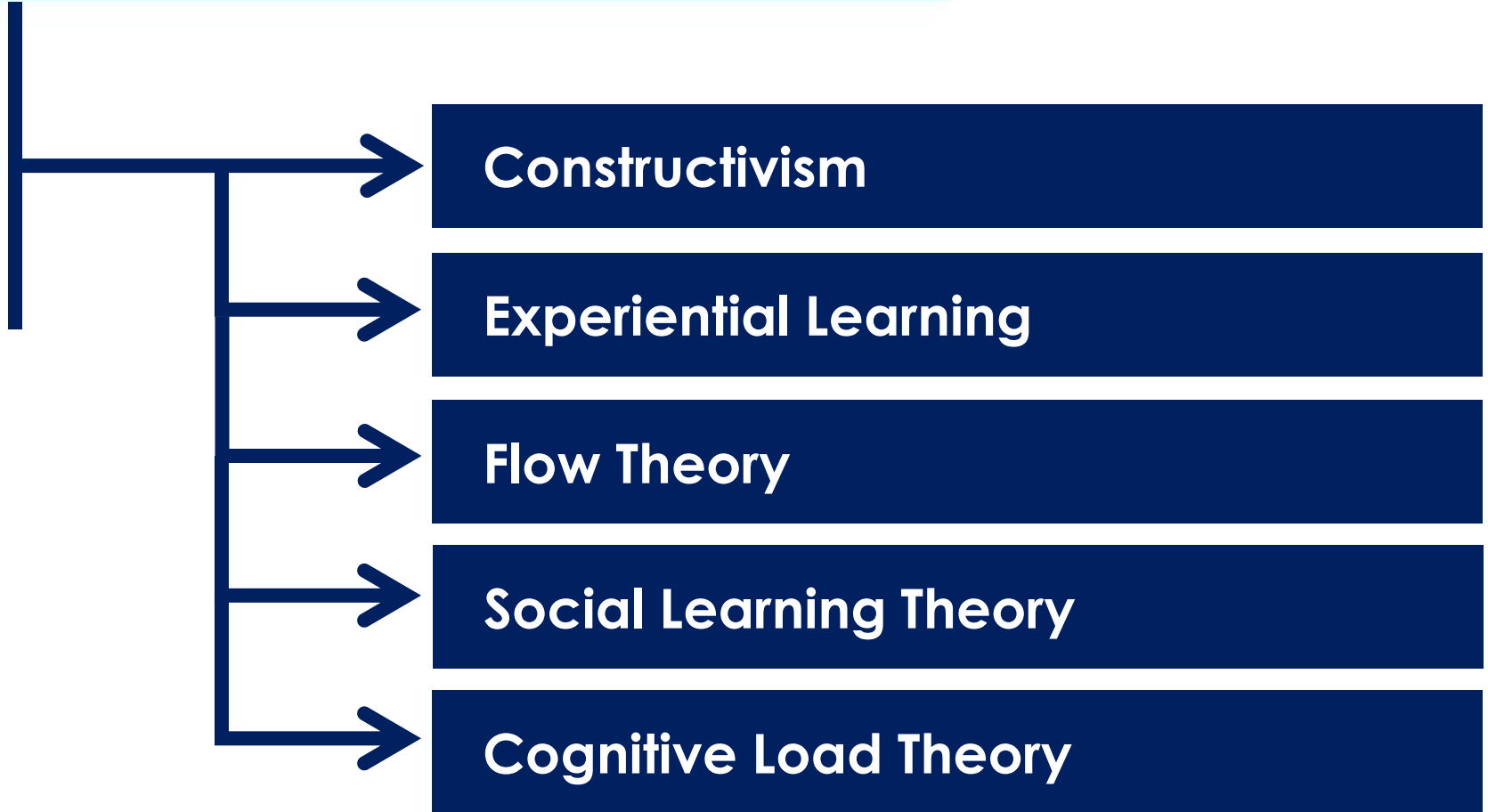
Topic 2: Educational Bases of Gamification

Flow Theory

**Engagement in the succession of events
Learning evolution from simple to complex**

Topic 2: Educational Bases of Gamification

Philosophies for Educational Games





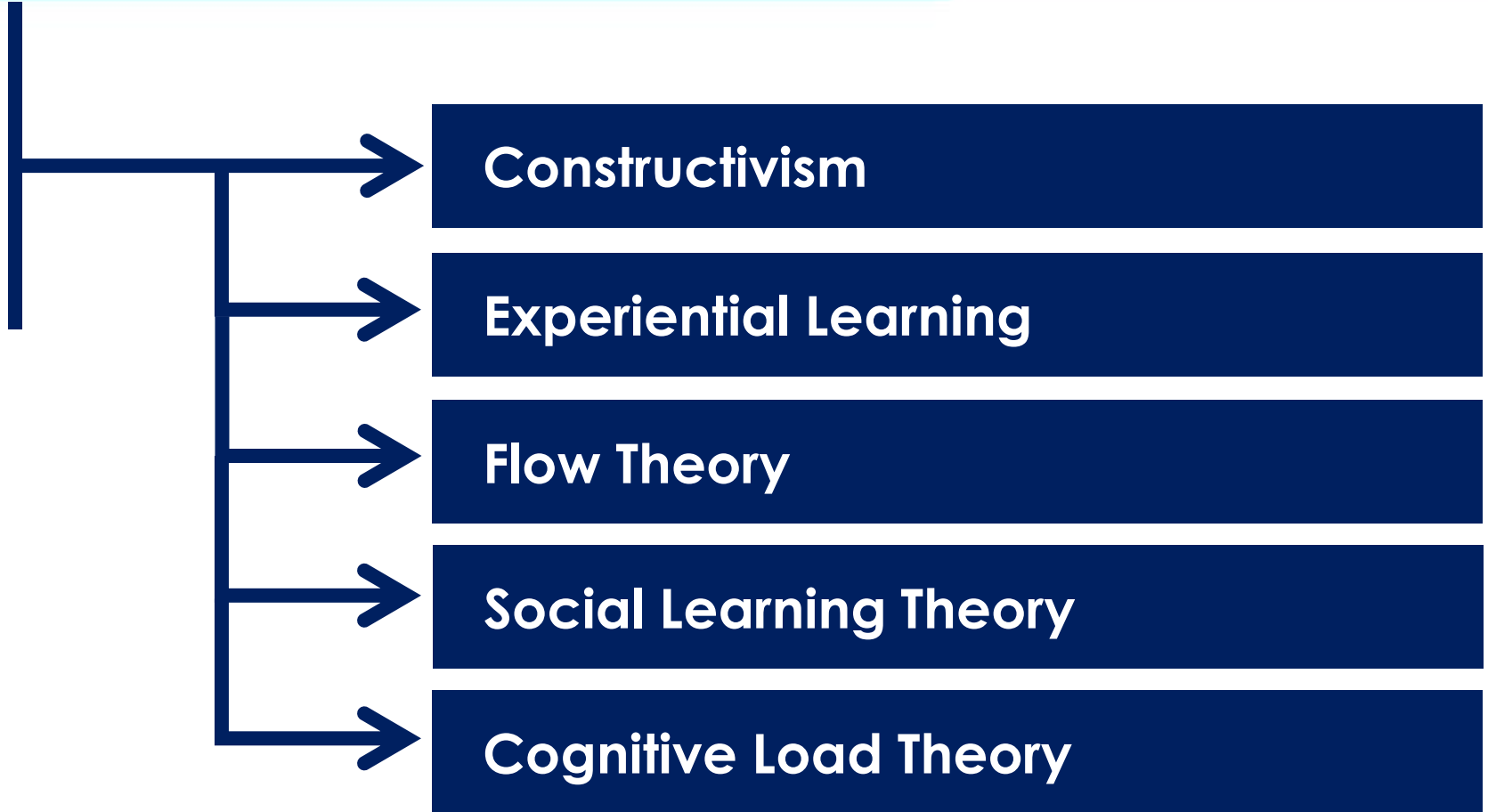
Topic 2: Educational Bases of Gamification

Social Learning Theory

Promoting teamwork in collaborative tasks
Learning through shared experiences
Active participation

Topic 2: Educational Bases of Gamification

Philosophies for Educational Games





Topic 2: Educational Bases of Gamification

Cognitive Load Theory

Analytical and critical thinking engaged
Learning is reinforced by entertainment
Simple to complex adaptation



Topic 3

Some Forms of Educational Games



Topic 3: Forms of Educational Games

Motivational Games

Gamified Drills

Puzzles

Simulation

Role Play

Game-Based Assessment



Topic 3: Forms of Educational Games

Motivational Games

Gamified Drills

Puzzles

Simulation

Role Play

Game-Based Tests

Begin the lesson with a game to engage the minds of learners.



Topic 3: Forms of Educational Games

Motivational Games

Gamified Drills

Puzzles

Simulation

Role Play

Game-Based Tests

**Strengthen learning with
games that will allow
practice of thinking
skills.**



Topic 3: Forms of Educational Games

Motivational Games

Gamified Drills

Puzzles

Simulation

Role Play

Game-Based Tests

**Word and symbolic
puzzles can promote
analytical and critical
thinking.**



Topic 3: Forms of Educational Games

Motivational Games

Gamified Drills

Puzzles

Simulation

Role Play

Game-Based Tests

**Contriving the real
experience with a
touch of fun challenges
enhances performance.**



Topic 3: Forms of Educational Games

Motivational Games

Gamified Drills

Puzzles

Simulation

Role Play

Game-Based Tests

Collaborative role play
develops learners'
teamwork,
communication, and
problem-solving skills.



Topic 3: Forms of Educational Games

Motivational Games

Gamified Drills

Puzzles

Simulation

Role Play

Game-Based Tests

**Upgrade the traditional
pen-and-paper test
with fun and pleasing
challenges.**



Lecture 10: CONCLUSIONS

Gamification is crucial in education since it amplifies engagement, motivation, and learning results using interactive experiences. It cultivates the development of critical thinking, problem-solving, and collaborative abilities, equipping pupils for triumph in a rapidly changing and technology-centered society.



References

- Beltran, M. (2021). Philippine children are left behind by poor distance learning [Online Image] [Accessed on April 10, 2024] <https://asia.nikkei.com/Life-Arts/Life/Philippine-children-are-left-behind-by-poor-distance-learning2>
- Bilbao, P.P., Dequilla, M.A.C.V., Rosano, D.A., & Boholano, H.B. (2019). Technology for teaching and learning 1: OBE-, PPST-, and ICT competency-based. Quezon City, Philippines: Lorimar Publishing Inc.
- Kurt, S. (2020). Social Cognitive Theory: Albert Bandura [Online Image] [Accessed on May 15, 2024] <https://educationaltechnology.net/social-learning-theory-albert-bandura/>



References

- PhilStar.com (2022). Adopting 'Minecraft: Education Edition' for game-based learning in Pinagbuhatan High School [Online Image] [Accessed on May 8, 2024] <https://www.philstar.com/other-sections/education-and-home/2022/09/22/2211263/adopting-minecraft-education-edition-game-based-learning-pinagbuhatan-high-school>
- Rita, J. (2020). Students' participation in online classes dwindling, teachers say; DepEd validating [Online Image] [Accessed on May 7, 2024] <https://www.gmanetwork.com/ncaa/topstories/nation/769750/student-s-participation-in-online-classes-dwindling-teachers-say-deped-validating/story/>