Gamification Definition:

Gamification in education is the use of game thinking and mechanics to increase engagement and learning in the classroom.

I love the idea of using gaming in the classroom. I can see how hooked students get in the games that they play. I would definitely use more games and simulations if they were of quality and they related to the content students needed to learn. I

think that the points, badges, leveling up, and reward systems are very motivating to kids. I support anything that motivates students!!

Difficulty might arise with the creation of games by teachers. I like the idea of using game type learning structures to teach curriculum, but I think that it would take a lot of time to develop these games. Time is one thing teachers do not have a lot of! It would be great to work with other grade level teachers to try to develop these gaming situations district wide. Then everyone could share what they have created and we could start a database of games! If there were already free games that exist that are shared, it would be great to check those out and possibly adapt if needed.

Another potential problem that I see is the acceptance of this type of learning by administrators and parents. It is a pretty new strategy, so it might take a while for it to be an acceptable practice, even with all of the research and positive results. My wheels are spinning……I would like to try to create at least one gaming situation for one willing grade level in this next year.