

"Gamification as a support tool in the teaching of practices in Environmental Education"

The link:

<https://www.researchgate.net/publication/363014083>

SHORT DESCRIPTION

This article looks at how gamification can be a powerful tool in environmental education and entrepreneurship, helping to keep students excited and involved.



SUGGESTIONS

This article is a useful resource for anyone looking to design engaging learning experiences centered around sustainability and entrepreneurship, suitable for both formal classrooms and informal learning environments. It's especially helpful for teachers, trainers, and project coordinators who want to inspire young people to get involved actively.

The examples and ideas shared in the article can help develop workshops, classroom activities, or digital tools that encourage environmental awareness alongside entrepreneurial skills

KEY WORDS

- Gamification
- Education
- Environmental challenges

LANGUAGES

English.

PRICING

The article access is free.