"Gamification for Education for Sustainable Development: A Systematic Review"

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MDPI

SHORT DESCRIPTION

This article explores how gamification can be effectively applied in environmental education and entrepreneurship to boost learner motivation and engagement.

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Escape Rooms for Green Entrepreneurship

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SUGGESTIONS

This article can be used as a key reference in teacher training, instructional design, and curriculum planning across various education levels.

It's particularly valuable for professional development sessions, university courses focusing on digital teaching methods, student motivation, and ways to boost engagement.

The insights from this review can guide educators and school leaders in making smart choices about incorporating gamification into their teaching

KEY WORDS

- Gamification
- Education
- Sustainability

LANGUAGES

English.

PRICING

The article access is free.