



"The Game with Impact: Gamification in Environmental Education and Entrepreneurship"

The link: <https://www.edutopia.org/blog/project-based-learning-gamification-go-great-together-heather-wolpert-gawron>

SHORT DESCRIPTION

This article explains how combining project-based learning (PBL) with gamification can really boost student engagement and motivation. It provides useful tips on how to add fun elements like badges, levels, and storytelling into hands-on, inquiry-driven projects.



SUGGESTIONS

This article is a helpful guide for teachers who want to make their classes more engaging and focused on students. It's especially useful during teacher training, professional development, or when planning new lessons that involve fresh teaching methods.

The article offers practical suggestions for combining project based learning (PBL) with gamification, two approaches that, when used together, enhance student motivation, creativity, and real world problem solving skills.

KEY WORDS

- Gamification
- Education
- Environmental challenges

LANGUAGES

English.

PRICING

The article is freely accessible.