

"Gamification in Sustainability Learning in Business Education"

DergiPark
AKADEMİK

The link: <https://dergipark.org.tr/en/pub/deusosbil/issue/88394/1544347>

SHORT DESCRIPTION

This study analyzes empirical evidence on how gamification enhances sustainability learning in business education, emphasizing cognitive engagement and identifying the complexity and emotional aspects of game-based approaches.



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SUGGESTIONS

This article is an excellent resource for educators and curriculum designers in business schools and vocational training programs aiming to include sustainability and game-based learning.

It's perfect for faculty workshops, innovation labs, or when rethinking course content. The research offers practical examples of how engaging students' minds and emotions can be achieved through gamified case studies, simulations, and sustainability projects.

KEY WORDS

- Gamification
- Education
- Sustainability
- Green business
- Business strategies

LANGUAGES

English.

PRICING

The article access is free.