

The Power of Gamification in Education



The link: <https://learningfromexperience.com/>

SHORT DESCRIPTION

EBLS is a research and development company advancing the theory and practice of experiential learning. Its mission is to empower learners and build a community rooted in the legacy of experiential learning scholars whose ideas shape modern education.



SUGGESTIONS

This resource can be used in various educational contexts, starting with teacher training: it serves as an introductory tool during workshops or professional development courses focused on gamification, encouraging reflection on how to integrate game-based elements into everyday teaching. It can also be introduced during department meetings or curriculum planning days to foster dialogue among educators about new methodologies aimed at increasing student engagement.

KEY WORDS

- Gamification
- Education
- Social Impact

LANGUAGES

All languages.

PRICING

All resources are free.