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4 myths about 'game-based learning'

"Learning by playing". This should be one of the mottos of an online course designer. In addition to the so-called so-called gamification, choosing game-based learning, or game-based training, can be a winning move.

This is nothing new, the "game" helps to learn. Therefore, even online, more and more experts are bringing the so-called " gamification" leading the trends in e-learning. In fact, in addition to adding a "playful" touch to the training path, it is possible to transform online courses into a real game, what in English is called " game-based training / learning".

When we talk about "play", many people turn up their noses in the field of education, especially those who are older with age. Nevertheless, before assuming a contrary position, it is necessary to understand what game-based learning is and what are the 4 main myths that concern it:

1. Gamification and Game-based Learning are the same thing

Although it is easy to fall into this error, it must be specified that, although similar, gamification and game-based learning are not synonymous. We have already talked many times about gamification: it is the application of playful elements within an online course. In the case of game-based learning, instead, the whole training path turns into a sort of "training game". Just like in a videogame, the student tackles the course level by level, sustaining a continuous "challenge".

2. This type of training is only for "millennials"

In general, those born between 1981 and 1996 are called "millennials". This was the first generation to use new technologies and, consequently, videogames, from childhood. to think that game-based learning is something suitable only for them or for the latest generations Error has been shown that generations born before millennials are easily passionate about games, giving less importance to elements such as graphics or simplicity of the game compared to younger people, so they have more opportunities to learn with less effort.

3. It doesn't work

Training is serious, no doubt. However, contrary to what many believe, this does not mean that having a playful approach does not help improve learning. Seriousness should not be confused with boredom. Having fun through the game, while learning, in fact, helps the students to increase their skills faster and more easily. When the study becomes lighter and more exciting, it is easier for students to remember and apply what they have learned.

4. It's a waste of time

Thanks to their structure, the game-based courses consist of short and rapid modules. This feature allows students to follow their training path even during work breaks, without having to spend several hours in front of the screen. In addition, in the form of a game, learning becomes a challenge, engaging the students and keeping their attention high.