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Gamification and Social Networks influence online learning?

In addition to the way we communicate, gamification and social networking have a strong impact on e-learning learning processes.

Gamification uses the standard elements of the game (levels, rankings) and applies them to other activities such as e-learning. We all love to play and enjoy the competition and the **gratification of success**. Therefore, gamification makes the training process more enjoyable and facilitates user involvement, encouraging learning and influencing behavior. It is important to understand which features of gamification can be used to improve e-learning. Here are some examples:

- Training can take place through "challenges" characterized by an increasingly high level of difficulty. Some prizes or progress indicators (medals, points, rankings) are used to encourage the student to improve more and more. Winning or receiving positive feedback can activate the **pleasure circuits of the brain**: when people have fun, the body produces a substance called dopamine, which is essential for learning and memory. With gamification, the body releases a high amount of dopamine that combines learning with pleasure.
- Gamification teaches users how to learn and think. These skills translate into **skills that can be used in the world of work**, such as time management, competition, communication, creativity and imagination.
- Learning is accompanied by a **social connection**, which encourages the acquisition, dissemination and sharing of new knowledge.

Social networking and learning

The concept of social networking goes hand in hand with gamification and e-learning mode. Today, students from almost every country in the world use social networks to write on "forums" and blogs and collaborate online. Thanks to social media, users of e-learning courses can consult the posts of experts' sectors. Following the posts of these experts, they "set" the learning and get better results.

Blogging and social learning

Thanks to blogging, users can make their work accessible to a wider audience than the traditional class. Blogs are integrative of online training and can include multimedia content, offering students a better learning experience, as they are easy-to-use platforms for creating group tasks and projects in a collaborative way.

Today it is possible to create virtual study groups, or social (or collaborative) learning networks, in which students and teachers work together and combine their respective skills to solve a possible problem. All this translates into a significant increase in the performance of users and companies.