ELEARNINGNEWS ARTICLE

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Gamification in e-Learning

Latest trends in the use of Gamification in designing learning contents in e-Learning mode ...

The term "**Gamification**" defines the use of elements derived from games and of game design techniques, in environments different from gaming.

In our case, we're talking about the use of gaming logics to a very practical application like e-Learning, to promote a better involvement of users.

To achieve this result, it is more and more common to use Gamification elements into online learning courses, pushing students to complete learning modules and/or achieve points and badges.

Discover the latest trens of Gamification in the e-Learning infographic shown here below. And keep in mind that there're many elements in common between infographics and e-Learning: they both share information by visuals.

Infographic developed by Paycor.com

Gamification

IN ELEARNING

New Gamification Trends



80%

of learners say that their productivity would increase if their university/organization was **more game-like**



70%

Gartner predicts 70% of Global 2 organizations will have at least **gamified applicat**

by 2014



71%

of employees are not engaged or actively **disengaged in their work**



89%

would be engaged with an LMS if the application had **a poin system**



40%

by 2015, Global 1000 organizations will use gamification as the **primary mechanism** to transform business operations



90%

of learners recall information if applying content **within stimulation**