#### **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 e-Learning 1/2

# 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 C

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 poir** 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 a stimulation

Gamification in e-Learning 2/2