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Gamification: some useful examples for online training

Those who think that gamification is to produce educational videogames did not fully understand one of the major trends in online education. Here then is what gamification means and how it can be used in the field of eLearning.

The word gamification immediately evokes a video game and , since we are talking about eLearning, an educational video game. Gamification is an approach to training that says something very simple: you can learn by playing. So, there is no need to create a software house to be able to include gamification in your online course. What needs to be done, instead, is to provide playful elements in educational design. In every game, in general, there is a mission to accomplish, a limited time, opponents to beat and a final prize. In practice, using gamification means inserting fun, challenge, competition and prizes to increase student involvement and make the course complete without effort. Let's look at some practical examples on how to use the game in eLearning.

Turn quizzes of an online course into a game

The first way to introduce gamification into eLearning is through quizzes at the end of an educational module. In addition to asking questions about the course content you can challenge the student through:

- **Time**: with a timer you play to answer questions as quickly as possible;
- **Competition**: the invitation is to challenge other colleagues to see if you can beat them, share their results on social media or show a real ranking of users (leaderboard);
- **Challenge**: answering the right questions will unlock other content and trigger a challenge with yourself;
- **Prize**: points can be awards, discounts, coupons if the questions are answered correctly.

Using simulation in eLearning

Gamification becomes more complex when using graphical tools to represent situations that the trainee might face in the workplace. The aim is not to test the learning of formal concepts, but to learn from real situations, learning by doing.

The simulation can take the form of a more sophisticated quiz where there are images and audio files taken from the real world. For example, you can present a conversation and ask to solve a problem. A real interactive video can be envisaged where the trainee can intervene in the "history" by making decisions or a click system that provides correct or incorrect answers. This system can be very useful for performing security procedures.

In gamification, from the simulation point of view, the most important aspects are the graphics, which must be attractive and intuitive, and the video and audio materials, which must be suitable for the working environment of the students.

Award real prizes

Another very important aspect of the game is the final prize. One of the latest gamification trends is to encourage trainees to complete training modules with a cash prize to spend in the store or online. This type of premium is particularly useful for large companies that want to incentivize the continuous training of employees, enticing them.

Gamification is an approach to instructional design that uses interactive tools to engage students and make training courses effective. The principle is that you learn better by having fun, putting yourself to the test, challenging your colleagues and showing everyone your progress.