

# 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 trends 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](http://Paycor.com)

# Gamification

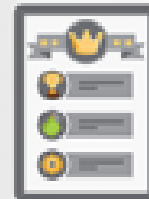
## IN E-LEARNING

### 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 2000 organizations will have at least one gamified application 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 point 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