Module 5 topic 3 - Gamification in education

1. The purpose of gamification in education is to:

Select one:

     a. Involve students, incite them to act, promote learning and solve problems - True
     b. Make class more fun
     c. Promote competitiveness among students

2. Using Serious games may be considered gamification because

Select one:
     a. Gamification may be used to develop a specific content
     b. Gamification has a wider scope: to motivate someone to reach a specific goal
     c. The goal of serious games is to include gaming elements into a specific context

3. The more positive aspects of gamification are

Select one:
     a. Simplicity when assessing the activities
     b. Increased motivation for students for the development of tasks - True
     c. Easier planning of activities