

Gamification

Education

Points, badges and leaderboards, and what happens to them after the novelty ends.

What it can do

- Raise short-term engagement
- Increase volume of practice done
- Make repetitive drill tolerable
- Give immediate, visible feedback
- Work well for fluency tasks

What it does not do

- Teach anything the task does not teach
- Sustain interest beyond the novelty period
- Help when the game hides the content
- Suit leaderboards to lower attainers
- Replace an explanation that was missing

THE DIFFERENCE THAT MATTERS

Gamification changes how much practice happens, not what practice teaches. Bolt it onto good practice, never onto weak

Educational reference. Effects are typically short-lived, and extrinsic rewards can reduce interest in tasks pupils already enjoyed.