



# 12 FAQ'S

## ON E-LEARNING GAMIFICATION

### WHAT IS E-LEARNING GAMIFICATION?

Gamification in simple terms is the application of game design elements and game principles into non-game contexts. Implementing or using the strategy of gamification to the process of learning is called e-learning gamification.

### WHY E-LEARNING GAMIFICATION?

Boosts learner engagement



Helps in better retention and recall of the learning topics



Provides instant feedback to the learners



Motivates the learners and bring the desired changes through reward system



Brings friendly competition among the learners



Can be applied to a wide array of corporate learning programs

### WHAT ARE THE PRE-REQUISITES TO E-LEARNING GAMIFICATION?



Conduct a need analysis and evaluate if e-learning gamification is the ideal and right strategy in the context of the current training needs analysis



Understand your target audience/ learners



Evaluate the technological readiness of your organization

### WHERE CAN YOU USE E-LEARNING GAMIFICATION IN CORPORATE TRAINING?

- Sales training e-learning gamification
- Gamified e-induction
- E-learning gamification to impart soft skills
- Gamification of product training
- Gamification of compliance training

### WHAT ARE GAME MECHANICS AND GAME ELEMENTS?

Game mechanics are constructs of rules or methods designed for interaction with the game state, thus providing gameplay. While game elements are the features of a game, when applied to the learning process, make it more engaging and motivating for learners. The popular game elements are the following-

- Points
- Challenges
- Leader boards
- Customisation
- Badges
- Feedback
- Levels

### WHAT ARE THE ROLES OF REWARDS IN E-LEARNING GAMIFICATION?



Adding the rewards to the gamified e-learning can work wonders in enhancing motivation levels and boosting the esteem needs of the learners.

### HOW IS E-LEARNING GAMIFICATION DIFFERENT FROM GAME-BASED LEARNING?



In game-based learning, the content to be mastered is presented in the form of a game, through features such as simulation, competition, conflict and so on.

On the other hand, in e-learning gamification, the learning process as a whole is turned into a game. It is applied at the system level, where the complete pedagogical system or the learning management system is designed as a game.

### IS E-LEARNING GAMIFICATION ONLY RELEVANT FOR MILLENNIALS AND THE YOUNGER GENERATIONS?



E-learning gamification is meant for all ages as the modern day learning is being delivered through mobiles and mobile learning is being adopted by all generations alike.

### IS E-LEARNING GAMIFICATION A COSTLY AFFAIR?

Simple e-learning gamification involving points, scores etc. is budget friendly, however complex content or structured gamification can be a time consuming as well as a costly affair but the ROI from e-learning gamification is likely to be higher.



### IS GAMIFIED E-LEARNING BETTER THAN TRADITIONAL E-LEARNING?



Compared with the traditional e-learning or click-next style of learning, e-learning gamification has more advantages and benefits.

### ARE THERE ANY STANDARD GUIDELINES FOR GAMIFICATION OF LEARNING?



There are no records of any such official guidelines for e-learning gamification.

### WHAT IS THE VALUE OF WORKPLACE E-LEARNING GAMIFICATION?



E-learning gamification acts as a motivational and guidance tool at the workplace. When tied to specific, desired business outcomes, the value of e-learning gamification to employers is that it accelerates the outcomes.