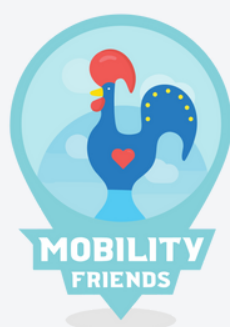


**EDUCATION, TRAINING AND  
PROFESSIONAL DEVELOPMENT**

**Active Methodologies and Innovative Strategies**

# GAMIFICATION IN EDUCATION



*Your Mobility Partner*

## **COURSE OVERVIEW**

The Gamification in Education course provides a practical and applied introduction to the use of gamification as a teaching strategy to enhance student motivation, engagement, and active participation. Throughout the training, participants will explore the core principles of gamification, learn how to apply game mechanics in educational contexts, and design more dynamic and meaningful learning experiences. The course combines theoretical input with hands-on activities, case studies, and collaborative work, enabling participants to experiment with tools and strategies that can be easily adapted to their own teaching practice. By the end of the course, participants will be equipped to integrate gamification elements into their lessons, making learning more interactive, motivating, and effective.

## **TARGET AUDIENCE**

This course is aimed at teachers, trainers, and educators from various educational levels who want to integrate gamification into their teaching practices to increase student engagement and motivation. It is suitable for professionals seeking innovative methodologies that promote active learning and the development of essential skills through game mechanics and playful strategies.

## **REQUIREMENTS**

To take part in the course, participants must meet the following requirements:

- Have at least a B1 level of English (independent user);
- Complete and submit the registration form before the start of the training;
- Bring a laptop or tablet to use during the sessions;
- Commit to active participation and attend at least 80% of the course.

## **COURSE OBJECTIVES**

The objectives of the course are:

- To provide participants with a clear understanding of the principles and benefits of gamification in education.
- To equip educators with strategies to design and implement gamified learning experiences.
- To introduce digital and non-digital tools that support gamification in the classroom.
- To promote active learning, student engagement, and motivation through game-based strategies.
- To encourage participants to integrate gamification into their teaching practice in a meaningful and sustainable way.

## **CONTACTS AND REGISTRATION**

For registrations, additional information, or budget requests, please contact our team by email at [trainingcourses@mobilityfriends.org](mailto:trainingcourses@mobilityfriends.org) or visit our website at [www.mobilityfriends.org](http://www.mobilityfriends.org).

## LEARNING OUTCOMES

Upon successful completion of this course, learners will be able to:

- 1.Explain the key principles and benefits of gamification in education.
- 2.Identify and apply game mechanics to enhance student motivation and engagement.
- 3.Design gamified activities and learning experiences adapted to different educational contexts.
- 4.Use digital and non-digital tools to create interactive and motivating learning environments.
- 5.Develop strategies for assessing and providing feedback in gamified learning settings.
- 6.Adapt gamification approaches to various subjects, age groups, and student needs.
- 7.Create an action plan to integrate gamification into their teaching practice effectively.

## METHODOLOGY

The course is structured around a rigorous methodology that combines theoretical exposition, practical work, and applied demonstrations. This approach ensures a thorough understanding of the subject matter and its direct application in real-world contexts.

Theoretical sessions provide essential foundations, while practical work and demonstrations facilitate the development of technical skills and familiarity with the specific tools and procedures relevant to the course.

Continuous monitoring through individualized feedback allows for tracking learners' progress and ensures the achievement of the set objectives, preparing participants to face professional challenges with competence and precision.

## ASSESSMENT

Assessment is carried out continuously throughout the course, using a holistic and learner-centered approach that reflects both participation and performance. Each participant is evaluated based on their overall engagement, regular attendance, punctuality, interest in the topics covered, ability to apply knowledge during practical tasks, and interaction with peers in individual and group activities.

The evaluation process includes a variety of classroom-based tasks (oral and written), short daily assignments, role-plays, and simulations. Trainers provide ongoing, individualized feedback to support progress and encourage active learning.

A Certificate of Participation is awarded to participants who attend at least 80% of the sessions and demonstrate consistent involvement and commitment during the training.

## DURATION

The standard duration of our course is 20 hours (5 days), designed to ensure comprehensive and effective learning. However, this duration can be adjusted, in specific cases, to meet the particular needs of each group, in order to optimize outcomes and better suit the training context.

For further details or to discuss a customized schedule, please get in touch with us.

## PRICE AND FUNDING

Each quotation is personalized and depends on several factors, such as the number of participants, the number of training hours, the location of the course, and any additional services requested (accommodation, transport, meals, cultural activities, etc.).

To receive a tailored quotation for your group, please get in touch with us.

The training can be funded through programs such as Erasmus+ (KA1 – Learning Mobility), among other European support mechanisms. For more information about funding, participants should contact their sending organization or their country's National Agency directly.

## LOCATION AND COURSE LANGUAGE

We have training rooms in several cities in Mainland Portugal, such as Barcelos (headquarters), Braga, Póvoa de Varzim, and Porto. We also have spaces in the islands of Madeira (Funchal) and the Azores (Ponta Delgada). Additionally, we have facilities in Valencia, Spain.

The course is delivered in English.

## CERTIFICATION

A Certificate of Participation is awarded to participants who attend at least 80% of the sessions and demonstrate consistent engagement and commitment throughout the training. Upon completion of the course, a formal certification ceremony will take place, during which the certificates will be presented to the participants.

## OTHER SERVICES

To enrich the training experience, Mobility Friends offers a range of additional services, subject to availability and additional cost, which can be arranged for individual participants or groups.

Services include:

- Accommodation in partner residences or hotels
- Meals (lunch and/or dinner)
- Transfers between the accommodation and the training room
- Airport transfers
- Cultural visits

All services are subject to availability and must be requested in advance. For more information and personalised quotes, please contact our team.

# **COURSE CONTENTS**

## **MODULE 1: FOUNDATIONS OF GAMIFICATION IN EDUCATION**

- Definition and scope of gamification in teaching and learning.
- Pedagogical principles and benefits for student motivation and engagement.
- Key differences between gamification, serious games and game-based learning.
- Core components of effective gamified learning experiences.
- Inspiring examples of gamification across different subjects and education levels.

## **MODULE 2: GAME MECHANICS AND LEARNER ENGAGEMENT**

- Understanding core game mechanics: points, levels, badges, challenges, rewards and leaderboards.
- Linking game dynamics to learning objectives and curriculum goals.
- Behavioural and motivational aspects of gamified learning.
- Designing learning paths that foster autonomy, collaboration and competition.

## **MODULE 3: DIGITAL ECOSYSTEMS FOR GAMIFICATION**

- Overview of digital tools and platforms to create gamified learning environments (Kahoot, Quizizz, Classcraft, Genially, Padlet, Edpuzzle).
- Integrating multimedia content and interactive challenges into lessons.
- Using analytics, progress tracking and feedback systems to support learning.
- Selecting the right tools for different age groups and learning contexts.

## **MODULE 4: OFFLINE GAMIFICATION STRATEGIES AND STORYTELLING**

- Gamification without technology: role-play, missions, classroom currencies and achievement systems.
- Using storytelling and narratives to enhance student immersion.
- Building thematic structures for projects, units or school-wide initiatives.
- Encouraging peer collaboration through cooperative and competitive elements.

*\*Please note that program content may be subject to change based on input from our trainers.*

# **COURSE CONTENTS**

## **MODULE 5: ASSESSMENT AND FEEDBACK IN GAMIFIED LEARNING**

- Designing meaningful assessment aligned with gamification principles.
- Creating rubrics, progress maps and reward systems that drive engagement.
- Combining formative, summative, peer and self-assessment approaches.
- Using feedback to reinforce intrinsic motivation and self-regulation.

## **MODULE 6: CONTEXTUALISING GAMIFICATION IN EDUCATION**

- Adapting gamification strategies to different subjects, learning goals and student profiles.
- Designing inclusive and accessible gamified activities for diverse learners.
- Combining gamification with other active methodologies (PBL, Flipped Classroom, collaborative learning).
- Addressing challenges and misconceptions about gamification in education.

## **MODULE 7: DESIGNING AND STRUCTURING A GAMIFIED LESSON OR PROJECT**

- Framework for planning a full gamified lesson, unit or long-term project.
- Defining clear goals, progress milestones and reward systems.
- Choosing appropriate tools, mechanics and resources for implementation.
- Optimising design for classroom realities and curriculum integration.

## **MODULE 8: IMPLEMENTATION, REFLECTION AND CONTINUOUS IMPROVEMENT**

- Strategies for piloting and scaling gamification in educational settings.
- Building sustainable practices and aligning gamification with long-term goals.
- Sharing best practices and building collaborative teacher networks.
- Action planning for integrating gamification into participants' own teaching contexts.

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# MOBILITY FRIENDS TRAINING CENTER



Certified by DGERT - Directorate General  
for Employment and Labor Relations

[www.mobilityfriends.org](http://www.mobilityfriends.org)



[TRAININGCOURSES@MOBILITYFRIENDS.ORG](mailto:TRAININGCOURSES@MOBILITYFRIENDS.ORG)



+351 253 144 226 / +351 960 285 416



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