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Monograph section

La gamificación en el aprendizaje:
Estrategia metodológica para la motivación del alumnado

Gamification in learning:
Methodological strategy for student motivation

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Approach

Gamification is an educational trend that has gradually increased by the use of digital devices and by the incorporation of games among students, leading to ubiquitous learning.

Some characteristics of learning that have increased in the post-digital society and its applications make it possible, through gamification, to suggest the use of game elements discovered as part of an activity, a practice, or a formative proposal with a clear and final goal. It means setting a specific objective, to which attention will be focused on analogical and digital learning environments in order to use gamification correctly.

There are many practices in Education where gamification has great success, either because it has reached a high degree in its extrinsic motivation (where rewards encourage the way), or because the simulated environment creates a sense of safety for students.

Although technological and digital devices are essential to perform such practices, gamification does not need them inextricably as it can be developed analogically without any problem.

The priority themes will be the analysis of advances in gamified learning processes, training plans, experiences, design and results of gamified methodologies and research, in which this strategy is the main target.

Descriptors

- Gamification in education.
- Learning results from gamification experiences.
- Analysis of applications and software for using gamification in the classroom.
- Game-based learning, ludification and gamification.

- Early and ongoing teacher training in the use of active methodologies, specifically on gamification strategies.
- Gammification as a tool in teaching work.
- Gamification and Transmedia Narrative.

Questions

Some questions are set out below to invite the educational community to participate in the framework of these general themes.

- What educational possibilities does gamification have in the classroom?
- How can we incorporate educational software and applications to gamify our teaching practice?
- How can studies and research contribute to its educational potential?
- Are educational institutions ready to use gamification?
- What role does teacher training play in incorporating gamification into teaching practices at any level of the education system?
- What is the relationship between gamification and the development of transmedia narrative?

About the thematic editors

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She is a graduate in Education and obtained an award as an outstanding student. She has a PhD in Education Sciences and is a professor at the University of Seville (Spain). She began her academic career thanks to scholarships from the Ministry of Education and Science, and has participated in research projects linked to the subject of Educational Technology and Information and Communication Technologies applied to Education. She is a member of the area of Didactics and School Organization of the University of Seville, where she has taught since 2006. She has numerous publications and papers in journals, books, book chapters and scientific events related to Educational Technology, the training of teachers in ICT, the use of ICT in education, the development of active methodologies, among others. She has been a guest professor and researcher in different institutions of Spain and foreign universities, and she has participated in national, European and international research projects. She is currently the secretary of the Department of Didactics and Educational Organization of the University of Seville.

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