Project Description

1. **Project title:** ACCEPT THE CHALLENGE! – Gamification IN online higher Educaton
2. **Programme:** ERASMUS +
3. **Financing institution:** -
4. **Project value:** -
5. **Project duration:** 01.03.2021 – 31.10.2022
6. **Role:** Leader
7. **Partners:**

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8. **Contact person:**

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9. **Description of the project:**

   Gamification also known as an application of game design elements to learning activities is changing the world of education. It is currently a hot, if controversial, trend in education. On the one hand it is a response to the new needs of the young generations. Learning patterns have evolved and internal motivation of learners is driven by many factors related to society and economic changes as well as new developments in ICT. New generations (Digital Natives) want to have fun, learn and play. They want work with purpose, meaning, identity, fulfillment, using creativity and leaving them with decision-making autonomy. Their perception of reality is shaped by the new principles (Prokurat, 2016). On the other hand the detractors of gamification argue that it derails learning with aimless distractions, adds unnecessary competition stress, and fails to take into account certain learners' pedagogical needs (Rabah et al., 2018). However we do consider gamification as very valuable approach to teach new generations of students because it may lead to learning gains. Properly designed gamification can reinforce important skills in education, such as problem-solving, collaboration, and communication. Furthermore, a need for interaction in a gamified approach to education encourages students to play an active role in the learning process, thereby increasing student internal motivation and engagement (Rabah et al., 2018). "Properly designed gamification" means that designer has taken into account the pros and cons of gamification per se, has been focused on subject matter content of classes and finally develop the activities that enable to meet learning outcomes requirements which are of great importance from the perspective of labor market demand. This of course can transform into graduates employability and marketability improvements.

SHORT VIDEO ABOUT PROJECT:
https://drive.google.com/file/d/12jBlP73_8pEXKpA8AtFbCC24l4JJQmJj/view

10. **Project website/ links:** https://erasmus-plus.ec.europa.eu/pl