



# शोध भूमि

शिक्षा एवं शिक्षण शास्त्र विषय की पूर्व समीक्षित शोध पत्रिका

## The Role of Gamification in Enhancing Student Motivation and Academic Success

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### Abstract

The main purpose of this study is to explore the role of gamification in 21st-century education. Gamification is a process that incorporates various game elements to make education more interesting and motivating. It makes difficult subjects easier and enjoyable for students. Game-based technologies have the potential to enhance student motivation, active participation, and academic achievement by enriching traditional teaching methods. By integrating game elements into conventional approaches, learning becomes more engaging, interactive, and student-centered. This study adopts qualitative methods to analyze different perspectives and applications of gamification in education. It also highlights both the opportunities and challenges associated with its use, including issues of accessibility and ethical considerations in technology. Overall, the study contributes to a deeper understanding of how gamification can support effective teaching and learning in modern education.

Gamification has had a significant impact on the student motivation and academic success. The gamified teaching environment is more motivating, engaging, interactive and entertaining as compared to the traditional teaching environment. Apart from this, the academic performance of the students has improved, their active participation and satisfaction has increased as well as their curiosity, imagination, attention and interest has also been enhanced and their skills and abilities have also been developed.

**Keyword:** Gamification, Student Motivation, Academic Success,

## Introduction

The era of 21<sup>st</sup> century is regarded as an era of gamification of learning. Today, Games play an important role in our life. Gamification in education continues to evolve with changes in technology and society, making traditional teaching methods more engaging and inspiring for learners. Simply put, gamification means integrating game elements into studies so that students can actively participate, even in challenging subjects, while also gaining unique learning opportunities. Compared to traditional methods, gamification enhances student engagement, builds confidence, and strengthens problem-solving skills. In this way, games not only make learning enjoyable but also support long-term knowledge retention and contribute to academic success.

Through the games makes our education much easier interesting creative less time consuming and innovative.

Because of the gamified technology, the present dynamic environment and the advancement of information and communication technology, traditional passive learning methods are increasingly seen as boring and ineffective. (Dicheva et al., [2015](#); Ucar & Kumtepe, [2020](#)). Gamification enhancing the intrinsic and extrinsic motivation of the students.

## Background History

There are already a number of elements of education that are similar to games, even without the inclusion of extra gaming elements. Since the 1700s, students have had the chance to receive marks for passing tests and completing coursework; these marks are worth reward points. Since the emergence of psychoanalytic theory in the early 1900s, schools have implemented reward management programs.

After being granted a patent for a "Apparatus for assisting an operator in performing a skill," cyberneticist Gordon Pask started developing gamified educational devices in 1956. Based on this patent, Pask and Robin McKinnon-Wood developed the Self-Adaptive Keyboard Instructor, or SAKI, to teach students how to use the Hollerith key punch, a data entry device that uses punched cards. Professional operators were in great demand, and punched cards were used extensively until the 1970s. SAKI considers the student to be a "black box" and builds a probabilistic model of their performance using this data. Reaction times for a variety of tasks are saved by the device.

The term "gamification," coined in 2002, describes a complex system of rewards. Rather, it takes into account the many complex factors that affect a person's choice; it is a multifaceted method that takes strategy, design, psychology, and technology into account. Recent technological advancements, especially in the field of mobile technology, have enabled the expansion of gamification activities in a variety of contexts, which has contributed to the term's rise in popularity. These contexts include, but are not limited to, Starbucks and Shoppers Drug Mart loyalty programs, location-based check-in apps such as Foursquare, and web and mobile tools and applications that

encourage and reward healthy eating, drinking, and exercise habits, such as Fitocracy, BACtrack, and Fitbit.

### **Gamification of education**

Gamification is the process of incorporating game elements into a curriculum to increase student engagement in the classroom. It integrates engaging game features—like badge collecting, leader-board tracking, challenge completion, and point accumulation—into everyday teaching and learning assignments. Gamification can improve students' ability to concentrate, collaborate with others, and maintain enthusiasm for their own development. Additionally, it provides prompt feedback so they can see their progress and areas for improvement. Serious games created specifically for educational purposes have also helped gamification in education. It offers incentives and a more adaptable setting for knowledge relevant to a given field. (Backlund & Hendrix, 2013)

Gamification can transform traditional education and create more captivating, entertaining, motivating, and fascinating learning experiences and environments that promote inclusivity and student-centered learning by incorporating game mechanics and components into its processes. (Majuri et al., 2018; Nah et al., 2014; Pozo-Sánchez et al., 2022).

The key components of gamification are games, gameful experiences, and gamefulness. It takes the fun, challenging, interesting, and exciting parts of games and puts them into situations that aren't games to make people more interested, motivated, and happy. (Deterding, 2012; Seaborn & Fels, 2015)

Gamification can boost students' motivation, focus, involvement, self-efficacy, and interest in the subjects they are studying. Additionally, it can make learning more dynamic and interesting, which will inspire students to do better in school. (Bouchrika et al., 2019; Kim et al., 2017; Yildirim, 2017).

### **Academic success**

Gamification promotes academic achievement. The gamified educational environment increases motivation, enthusiasm and engagement among students by incorporating various game elements. Gamification makes challenging subjects more accessible and enjoyable, which significantly improve student performance and perception. In addition, gamification encourages students learning related goal setting and problem solving. Generally, gamification creates a dynamic and exciting learning environment that promotes academic success.

### **Motivation**

A fundamental idea in educational psychology, motivation influences students' attitudes, actions, and academic achievement. Students' motivation is greatly increased by gamification. Increased participation and engagement are the results of gamified

learning environments. Gamified learning enhances confidence and communication skills, as well as knowledge retention and problem-solving abilities.

### **Element in gamification of learning**

Some components of games that can be used to encourage students to succeed academically include:

- Increasing student interest
- improving learner motivation and achievement,
- encouraging active participation,
- fostering teamwork and collaboration,
- clarifying complex concepts,
- maintaining learning continuity,
- offering prompt feedback, creating opportunities for problem-solving,
- achieving mastery and leveling up,
- and fostering social connections

**Application of games** Mathematics and language acquisition games.

**Duo-lingo (language learning)** Duo-lingo, the best language-learning app, gives language learning a whole new vibe by turning it into a game. Imagine learning with Duo-lingo's creative module in a world where most of your peers are stuck in boring classes. Duo-lingo has been one of the best and most popular language-learning apps for the last 12 years. The best part is that it's not your typical language class. No, Duo-lingo makes learning a new language fun and engaging.

**Kahoot! (class quizzes)** The Kahoot software, which turns the normal test process into a game, has a completely different feel. Kahoot turns lessons into fun, interactive games that make learning fun. Students can relax and have fun while answering questions, which keeps them interested. Its colorful, easy-to-use interface makes it popular in a lot of classes. Kahoot is an easy and effective way to teach. Kahoot is a place where you can learn by playing games. It's easy to make, share, and play games that teach you something.

**Mine-craft (Education Edition)** Minecraft is a game-based educational program. With Minecraft Education, educators can involve kids in esports programs, group projects, immersive learning, and building challenges. Learning is encouraged, attendance is increased, and agency is developed through Mine-craft Education. In imaginative settings, students work together and exercise critical thinking.

**Importance in education**

The role of games in the field of education is four fold:- it is include a part of curriculum, instructional delivery system, aiding instruction, and tool to enhance the entire learning process. The use of game in education system can help students understand and retain concept better.

**Impact on education****Increase student interest**

Playing games can increase students' engagement and promote game-based learning.

**Enhance motivation**

Playing games that make learning fun and interactive helps students stay engaged and motivated.

**Encourage active participation**

Encouraging students to participate actively in their education is one of the primary advantages of game-based learning.

**Provide instant feedback**

Game based learning provide a immediate feedback and understand the area where they need to improve.

**Enhance memory and retention**

More effective than traditional approaches, games can help kids retain information. Active participation improves information retention by fortifying brain circuits.

**Help to understanding difficult topic**

A learner can better grasp a difficult subject by playing a game.

**Maintain learning-continuity**

Through games, students are supported and encouraged to continue their education.

**Face challenge**

Gamification helps students in learning and many students do not like the game based method especially those students whose learning style does not match with the game's underlying studies. Technical problems also create difficulties due to which students are not able to complete the tasks and their motivation also declines. Most of the time, excessive performance of brilliant students leave the weaker students behind. Sometimes, planning also becomes the students. Progressing through games also become very challenging for the teachers or it can become the reason for problems for both students and teachers.

**Legal restrictions**

Multiple legal restrictions may apply to the gamification of learning because of the difference in laws in different countries and states.however, there are common laws prevalent in most jurisdictions.

Gamified e-learning systems can make use of existing game elements such as avatars and budes. Educators should be aware of the copyright protection guiding the use of such elements and ensure they are not in violation.permission should be obtained from the creators of existing game items under copyright protection. In some case, educators can create their game elements for use in such gamified e-learning systems.

### **Criticism**

Some educators believe that when gamifying learning, extrinsic motivators should be avoided because they may lessen intrinsic desire for learning.Gamification in education has also raised concerns about inequality in the classroom. Gamification may not be appropriate for all subjects taught in the classroom, and its educational benefits may be hampered by students who do not have access to technology, students who do not enjoy gaming, and students in large schools where teachers do not know each student personally.

There is growing concern about the ethical limitations of gamification through e-learning platforms and ICT. In addition to encouraging social rivalry and teamwork, gaming elements like badges and points can also encourage violence among students. More significantly, the guidelines controlling the security and privacy of data produced in gamified e-learning systems must be understood by all stakeholders, including administrators and students. Both teachers and students must comprehend and approve of any gamified learning strategies that are implemented into the curriculum. Teachers should know who the learners are meant for in order to preserve equity. Teachers must ensure that the guidelines and gaming elements included in gamification design do not interfere with their ability to learn because of their social, cultural, or physical circumstances.

### **Recommendation**

1. Gamification elements should be applied in a balanced way to promote both competition and cooperation among students.
2. Applications must be carefully selected, prioritizing accessibility and usefulness for learners.
3. The impact of game elements should be continuously evaluated so that teaching strategies can be refined and adapted to meet students' individual needs.

### **Conclusion**

Game-based applications have proven to be an effective way of making early education more engaging, enjoyable, and student-centered. Research shows that gamification not only boosts students' motivation and cognitive skills but also supports collaboration and problem-solving abilities. Tools such as kahoot, duo-lingo and Mine-craft provide valuable feedback, encourage creativity, and foster both intrinsic and extrinsic motivation. These factors contribute to better academic outcomes and a more positive attitude toward learning.

In conclusion, when used thoughtfully and inclusively, gamification has the potential to transform the learning environment into a dynamic and inspiring space. For both teachers and students, game applications go beyond entertainment, serving as a meaningful approach to empower learners, promote respect, and create equal opportunities in education.

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