

The effect of gamification and learning technologies

Encouraging student engagement and information retention

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Recapping and retrieval practice in the form of gamification has been proven to help with long term learning and the recall of information and can be used to improve student engagement.

(PASTÖTTER AND BÄUML, 2014)

Kahoot!



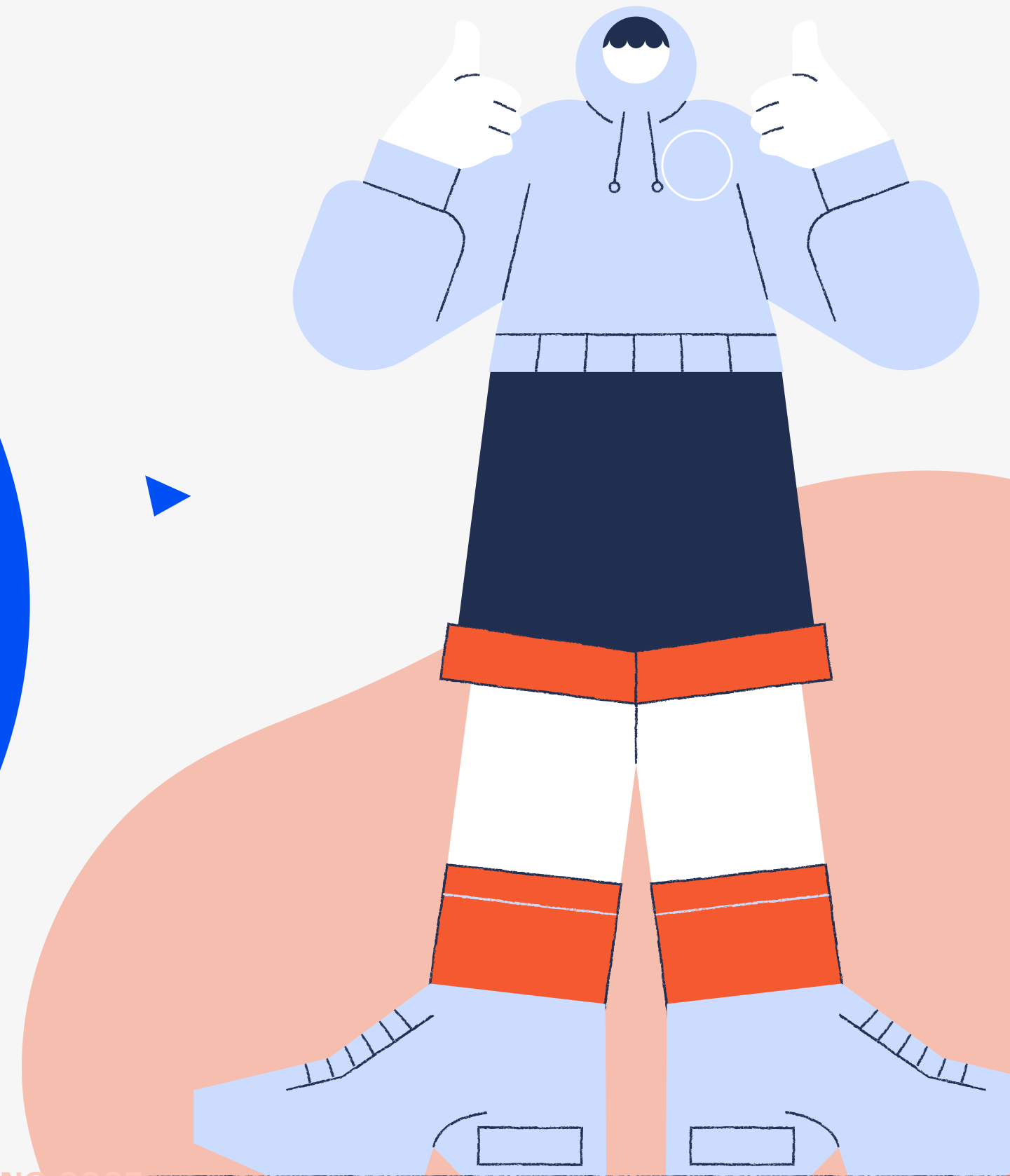
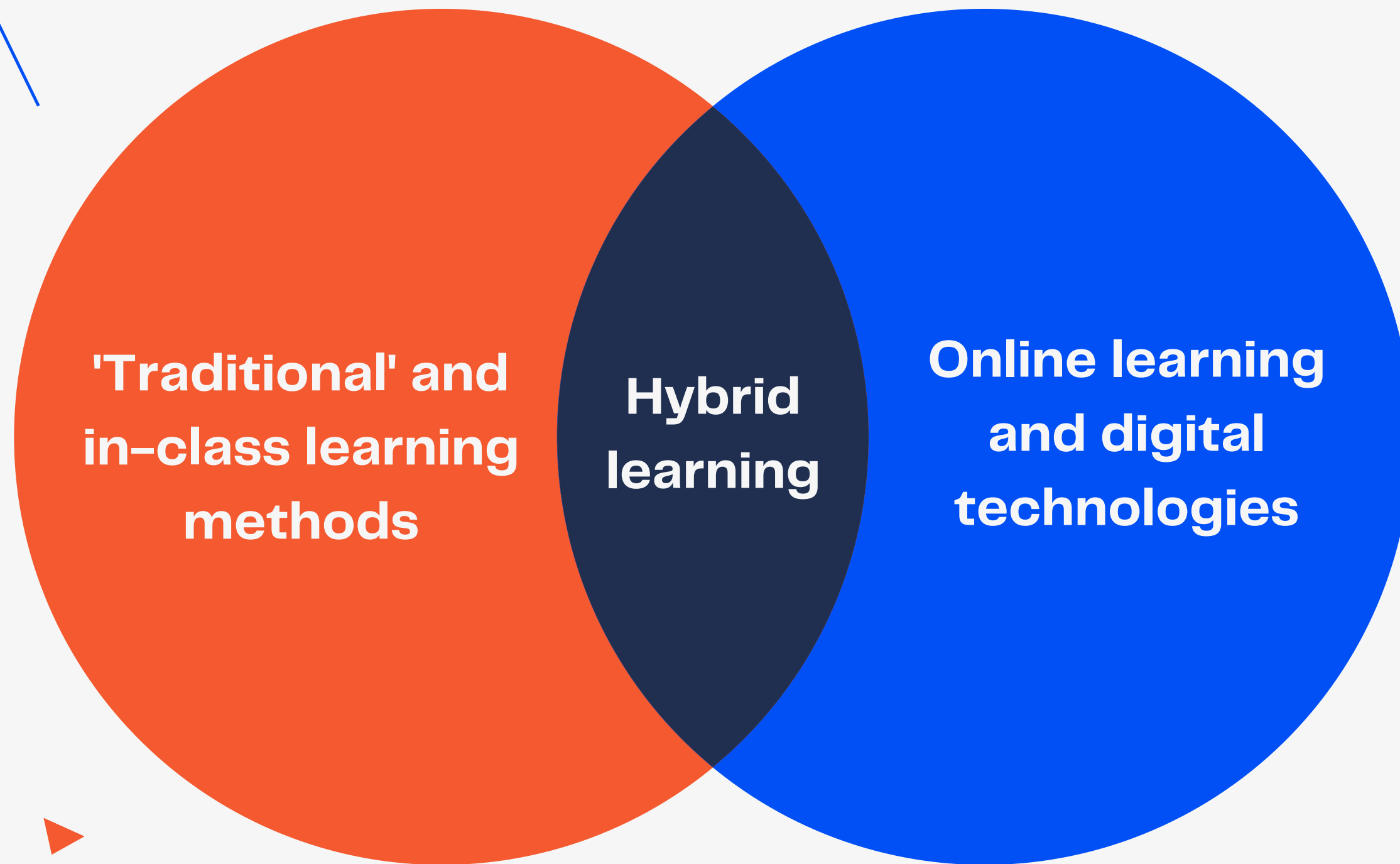
Microsoft Teams

Blackboard collaborate™



Poll Everywhere

What works best?



01

**DISCUSSIONS &
TALKING POINTS**

02

**COLLABORATION &
IDEA GENERATION**

03

**DEVELOPMENT OF
HARD & SOFT SKILLS**

04

**UWL FLEX &
CONSOLIDATE TASKS**

NSS 3+ YEARS

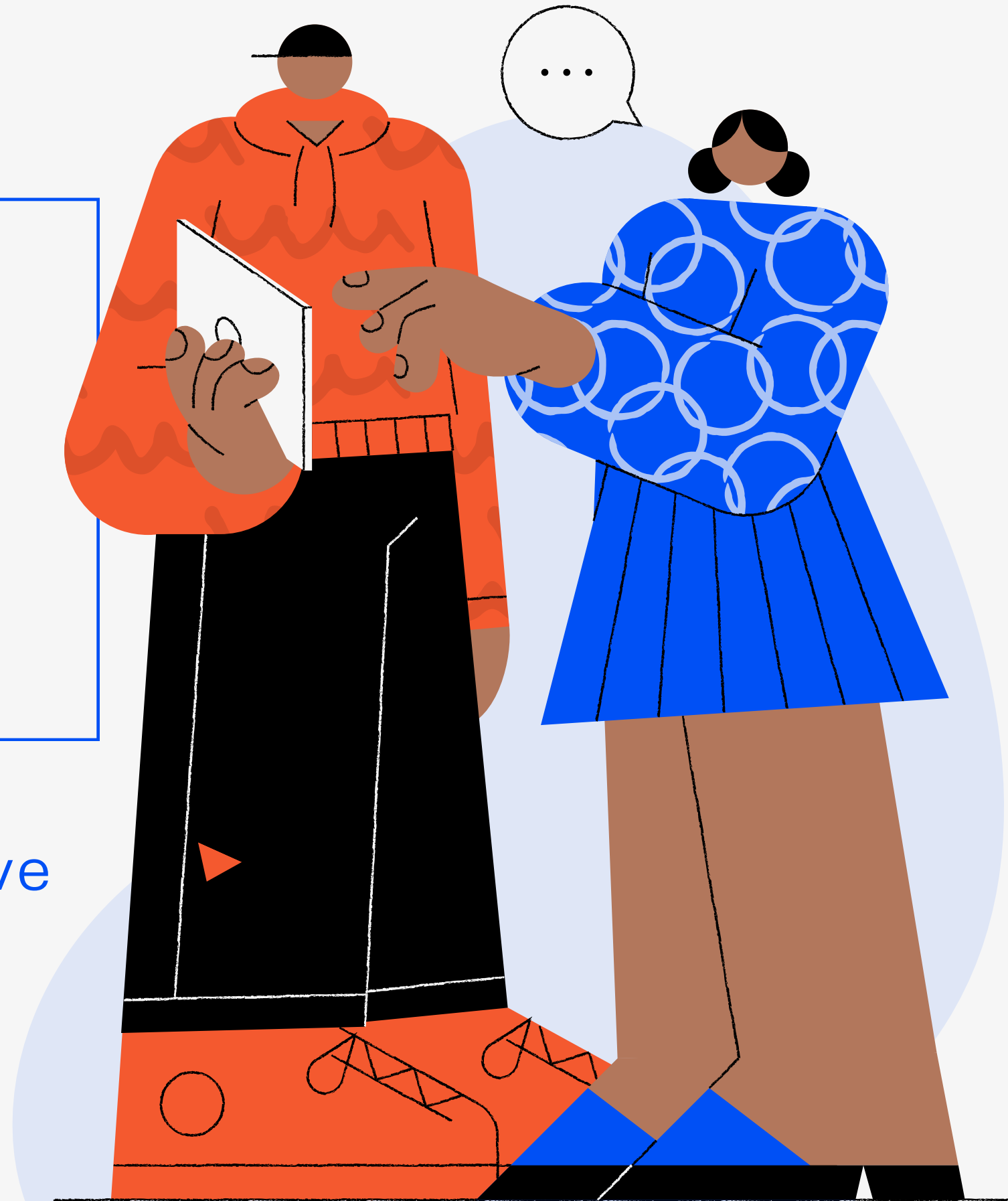
100%

"Staff have made the course interesting" & "the course is intellectually stimulating"

ASSESSMENTS

60%

Increase in formative assessments & consolidate task submissions





Takeaways

- Framework for content planning
- Gauge retention & understanding
- Interactive sessions aligned to LOs
- Live feedback & Discussion points
- Indicative of areas for Further support
- Tailored student approach
- Can supplement lesson plan