Can Gamification be introduced within primary classes?

# Details

## Year

2015

## Issued

2015

## Language

English

## Volume

27

## Start Page

## End Page

## Authors

Marin V.;Maldonado G.;Lopez M.

## Type

Journal article

## Journal

Digital Education Review

## Topics

Learning

## Sample

244 students from the Primary Education Degree

## Implications For Educators About

School innovation

## Implications For Policy Makers About

Stepping up awareness and empowerment

## Implications For Stakeholders About

Industry

# Abstract

Training through gamification is everyday a more evident reality in Primary
Education classes. The teachers’ view about this has been modified as it is shown
in the study published by aDeSe in 2012. However, does it really have place in the
students’ curricular development in the primary education stage? For the sake of
responding to this question, we have carried out a descriptive study about the
opinion that the future teachers from primary education have got about this “new”
form of implementing the curricular contents. The sample, conformed by 244
students of second course of Media Literacy and Didactic Application of ICT,
answered a questionnaire consisting of 23 questions, of which 14 are devoted to
determine the attitude that future teachers have facing videogames and the
remaining 9 indicate the educative dimension that they give to it within the
primary class. The most significant initial result we find is that while they consider
having a proactive view as users of this, women are less active within this tool,
although the female teachers conclude, however, that it could be an attractive
resource for the learning of the youngest students.

# Outcome

The article provides evidence showing that the attitudes of prospective teachers to educational videogames is positive. The authors also conclude that active learning, as well as the development of heuristic thought, the knowledge construction and collaboration can be developed through the use of videogames in the classroom