



Pedagogy On-The-Go

SECSA – Student Engagement through Gamification

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Learner engagement is described as a multifaceted construct. On the one hand, we consider teaching effectiveness, and on the other, the individual learner. Additionally, sociocultural influences, geospatial conditions, and several other elements may influence learners' engagement in the classroom. What then do we, educators, need to do to ensure students are responsive and engaged in the learning process? The term 'be innovative' comes to mind.

How can we be innovative? The answer may be found in Gamification – the strategy of applying game design elements and principles to non-game contexts. There are a variety of games that can increase learner engagement, and, within the present tech-savvy environment, there are even more options available to us. Use these strategies to spark excitement, ignite passion, boost participation, all while inciting a love for learning. Transform your classroom into adventurous, challenging, interactive and rewarding undertakings, and at the same time, achieve your teaching goals. Find some resources on games like Kahoot, Quizizz and Gimkit [here](#).

Let's #[DitchThatTextbook](#) and start gaming!

Energized by: Dr. Andrea White-McNeil, Bethune-Cookman University

