



rewards"

## Questionnaire to measure the local impact of the project

### Students

Q1	Do your teachers use gamification in the classroom?	never	Every lesson	once a week	once a month
Q2	Would you like to learn through games?	yes	no	sometimes	
Q3	How often would you like to apply gamification to your classes?	never	once a month	once a week	more often
Q4	For which of the following purposes do your teachers use gamification at school?	lightening lessons	fun	relaxing the atmosphere	none of them
Q5	Do games really help you learn?	totally yes	quite always	only sometimes	not at all
Q6	Which is the most valuable PROs of teaching through gamification?	effective lessons	students' attentiveness	basic skills enhancement	none of them
Q7	Which is the most valuable CONs of teaching through gamification?	indifference	dependency	disengagement	none of them
Q8	How do you feel during a standard lesson?	excited	bored	anxious	add other
Q9	Do you think a class through gamification is more effective than a standard class?	totally yes	quite always	only sometimes	not at all
Q10	Which subject could be better taught through gamification?	Maths	English	Sciences	add other

### Teachers

Q1	Do you use gamification in the classroom?	never	Every lesson	once a week	once a month
Q2	How often do you apply gamification to your classes?	never	once a month	once a week	more often
Q3	For which of the following purposes do you use gamification at school?	boosting motivation	building self confidence	enforcing the rules	none of them
Q4	Do you agree that gamification in education can improve motivation and engagement of students?	totally yes	quite always	only sometimes	not at all
Q5	Which is the most valuable PROs of teaching through gamification?	creating enthusiasm	strengthening classroom connections	providing instant feedback	none of them
Q6	Which is the most valuable CONs of teaching through gamification?	loss of performance	students' addiction	focusing on winning	none of them
Q7	What makes gamification so appealing to learners?	unconventional methods	competition	interaction	add other
Q8	What do the effects of gamification on motivation improvement depend on?	learners' intrinsic attitude	teachers' strategies and criteria	students' concentration	add other
Q9	How many hours of gamification related training have you received in this school year?	0 – 4 hours	5 – 15 hours	16 – 40 hours	more than 40 hours
Q10	Gamification for you...	waste of time	helps to improve		



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			learning and teaching		
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## Parents

Q1	Do you think that gamification in the classroom helps to learn?	yes	no	I don't know	
Q2	How often teachers apply gamification to your kid's classes?	never	once a month	once a week	I don't know
Q3	For which of the following purposes do your teacher uses gamification at school?	boosting motivation	building self confidence	enforcing the rules	I don't know
Q4	Do you agree that gamification in education can improve motivation and engagement of your kid?	totally yes	quite always	only sometimes	not at all
Q5	Which is the most valuable PROs of teaching through gamification?	creating enthusiasm	strengthening classroom connections	providing instant feedback	I don't know
Q6	Which is the most valuable CONs of teaching through gamification?	loss of performance	students' addiction	focusing on winning	I don't know
Q7	What makes gamification so appealing to your kid?	unconventional methods	competition	interaction	add other
Q8	What do the effects of gamification on motivation improvement depend on?	learners' intrinsic attitude	teachers' strategies and criteria	students' concentration	add other
Q9	How many hours of gamification related training have you received in this school year?	0 – 4 hours	5 – 15 hours	16 – 40 hours	more than 40 hours
Q10	Gamification for you...	waste of time	helps to improve learning and teaching		