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# Questionnaire Results

**GAMIFICATION IN CLASS - challenges and rewards**

2020 – 2022

Erasmus +

Lithuania, Romania, Turkey, Italy, Spain



Project ID: 2020-1-LT01-KA229-077970

**GAMIFICATION IN CLASS - challenges  
and rewards**

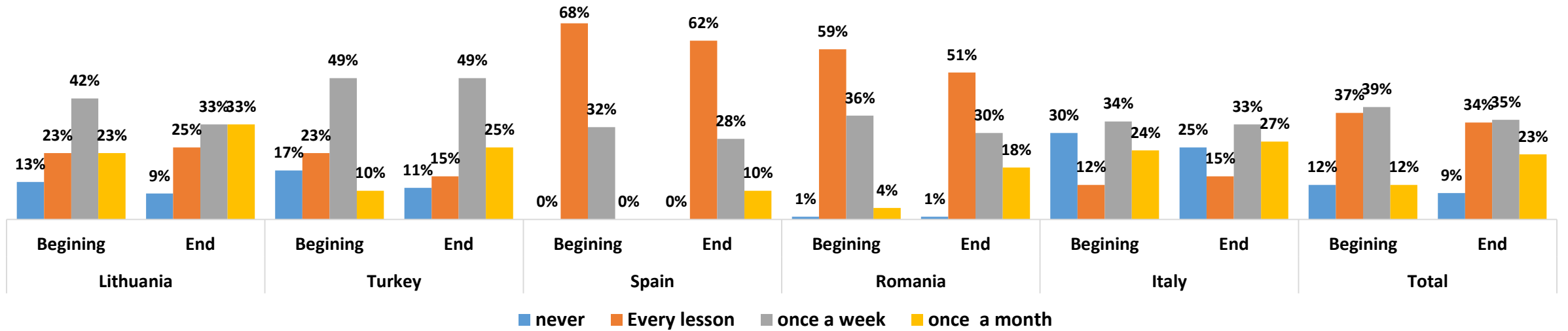
# The aim

- To find out what the respondents know about Gamification and does it benefit in the classroom.

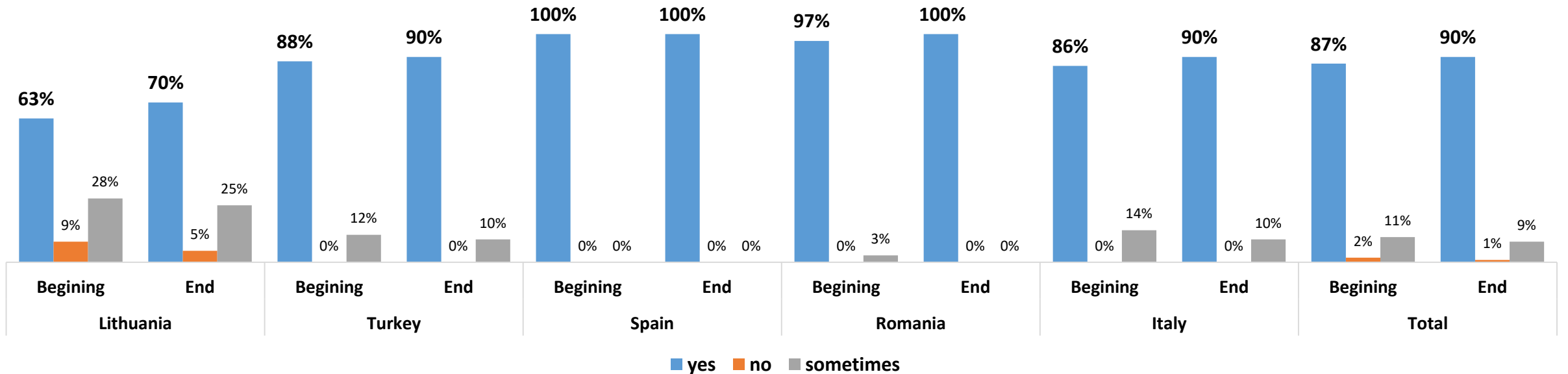
# Methodology

- Questionnaire was given to pupils, teachers and parents.
- It was given online at *the beginning* and *the end* of the project.
- Number of respondents: pupils - 324, teachers - 87, parents – 317.

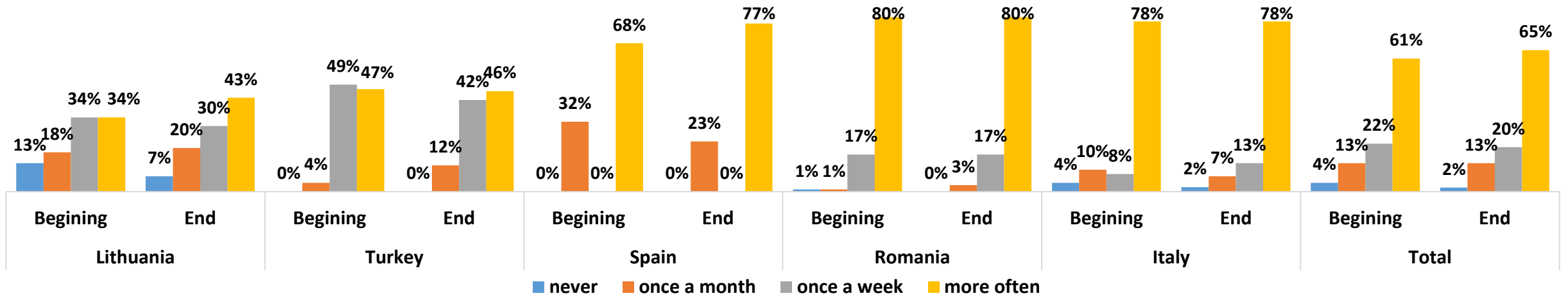
## *For pupils:* Do your teachers use Gamification in the classroom?



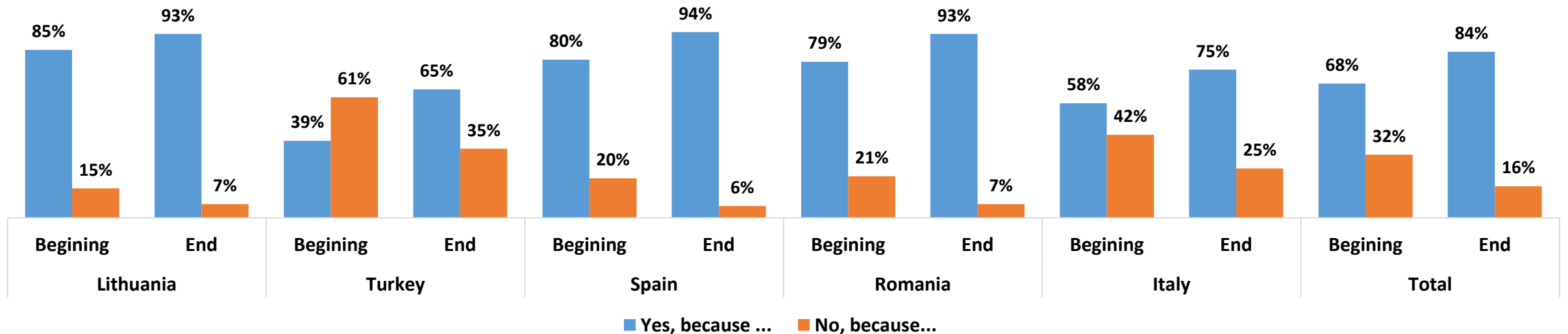
## Would you like to learn through games?



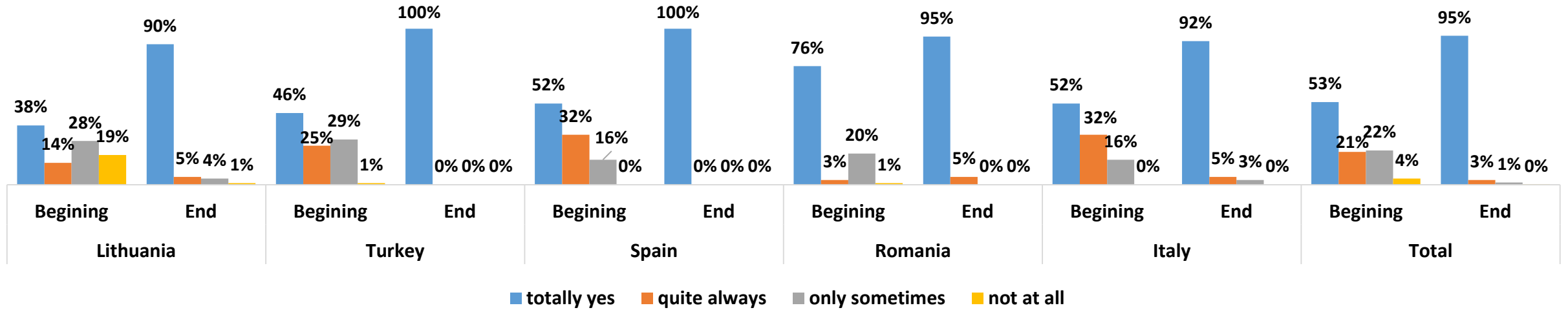
## *For pupils:* How often would you like to apply gamification to your classes?



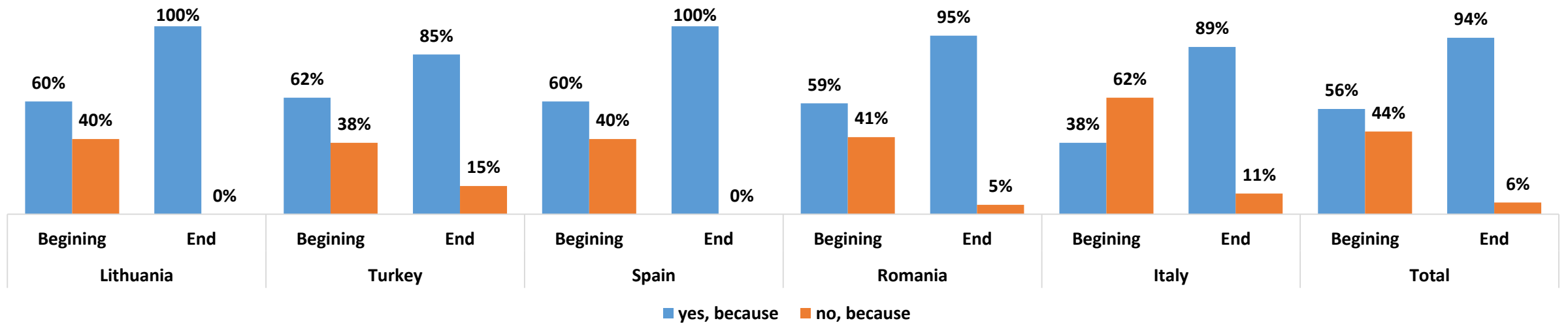
## *Por pupils:* Are you satisfied with your school?



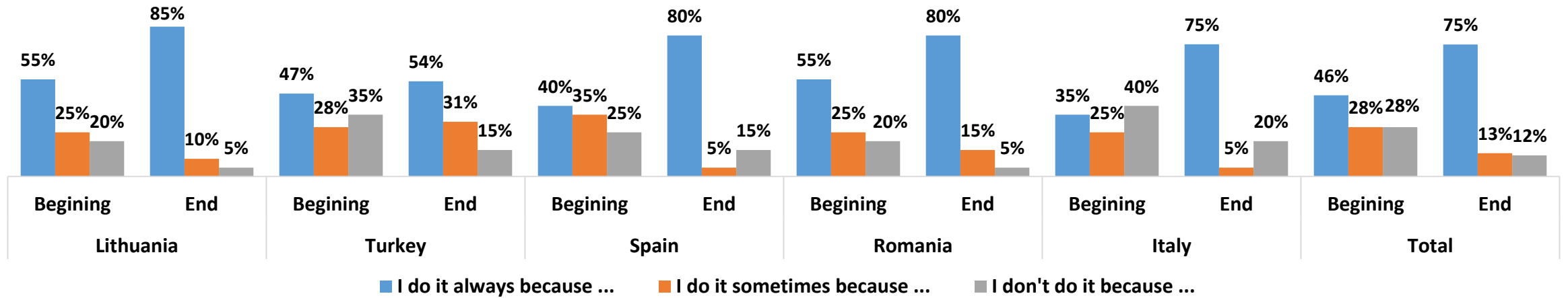
## *For pupils:* Do games really help you to learn?



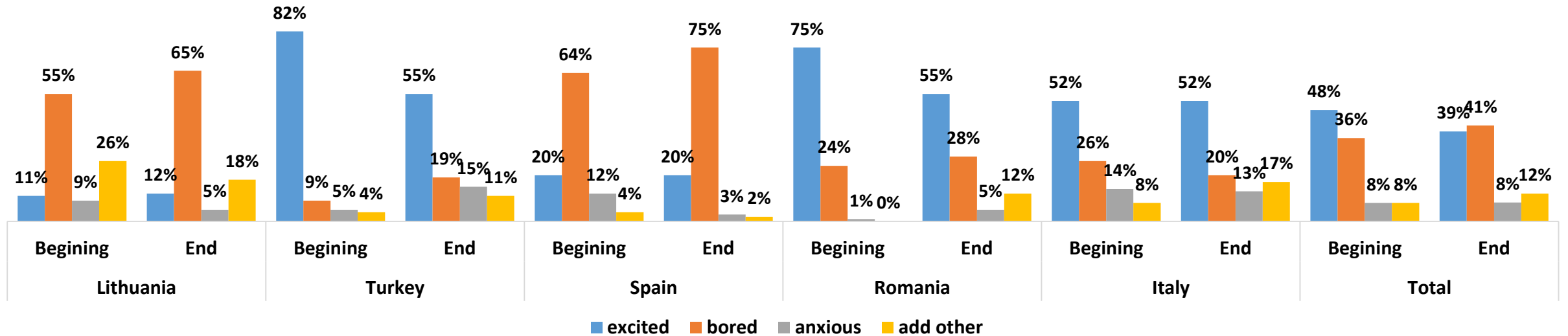
## Does your school environment affect learning?



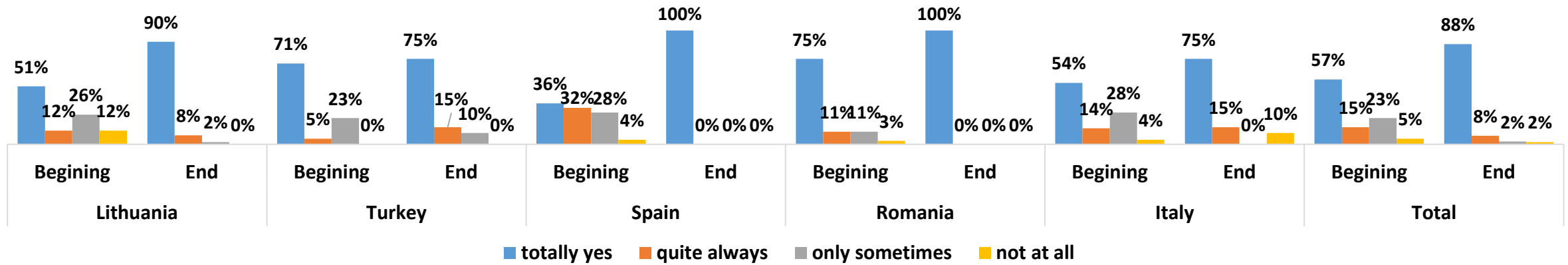
## For pupils: What about your homework?



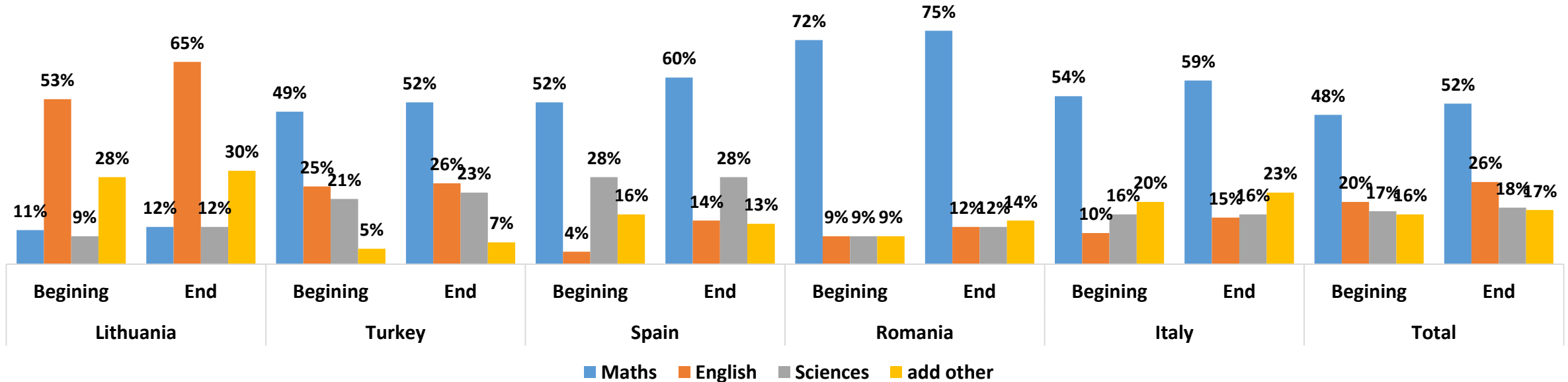
## How do you feel during a standard lesson?



## *For pupils:* Do you think a class through Gamification is more effective than a standard class?



## Which subject could be better taught through Gamification?

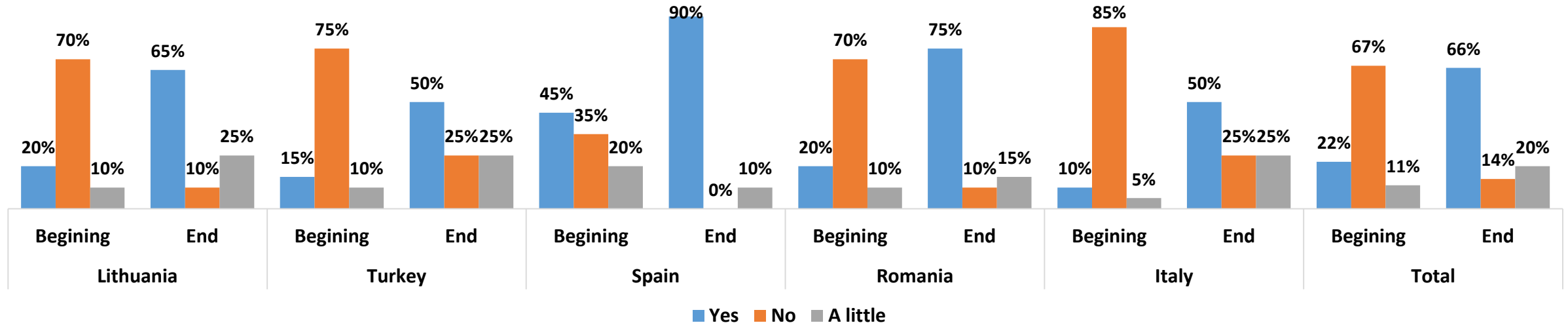


# Conclusion (*pupils*)

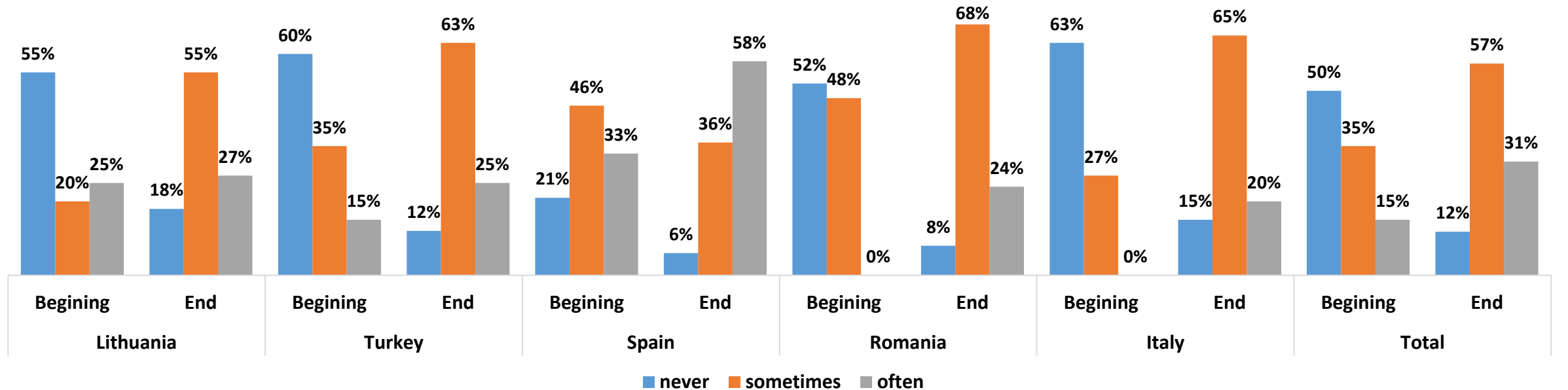
- 35% of pupils affirm, that teachers use games in their lessons once a week.
- 90% state, that they like learning through games and it helps a lot.
- Satisfaction with the school increased 16%.
- Pupils answers show that school environment affect learning, the result increased 38%.
- 29% increased a number of pupils who do their homework.
- Lessons through Gamification is more effective than a standard lesson answered 88%.
- Pupils stated that Maths could be better taught through Gamification.



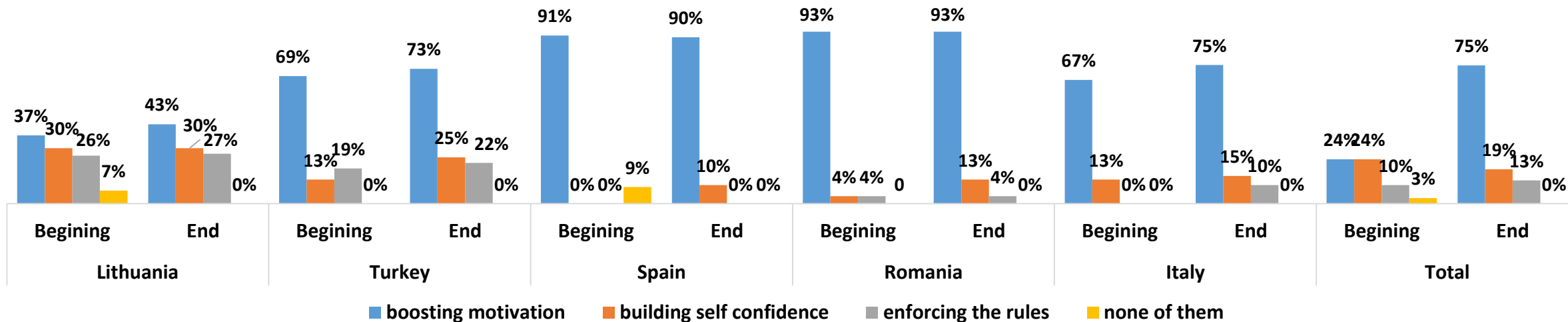
## Teachers: Do you know what Gamification is?



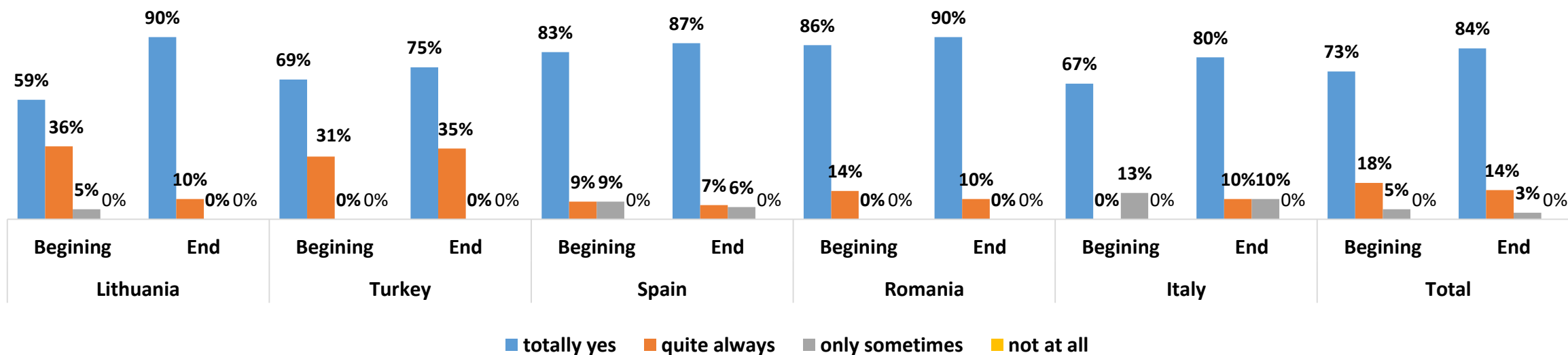
## Do you use Gamification in the classroom?



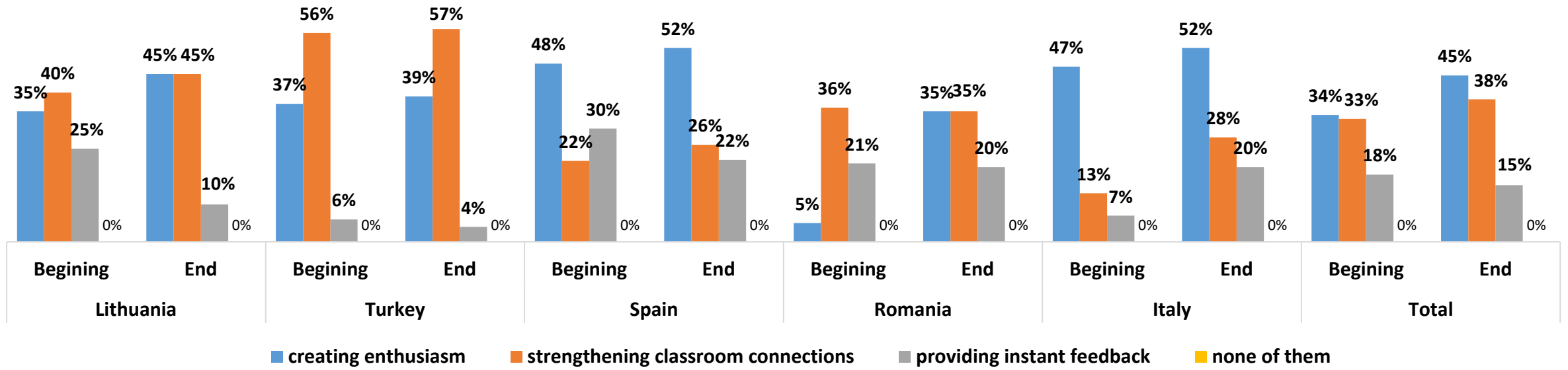
## Teachers: For which of the following purposes do you use Gamification at school?



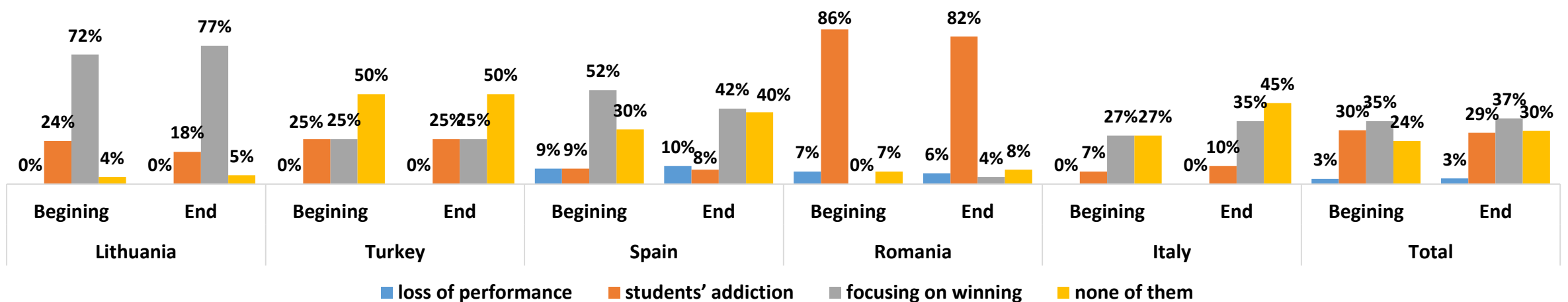
## Do you agree that Gamification in education can improve motivation and engagement of students?



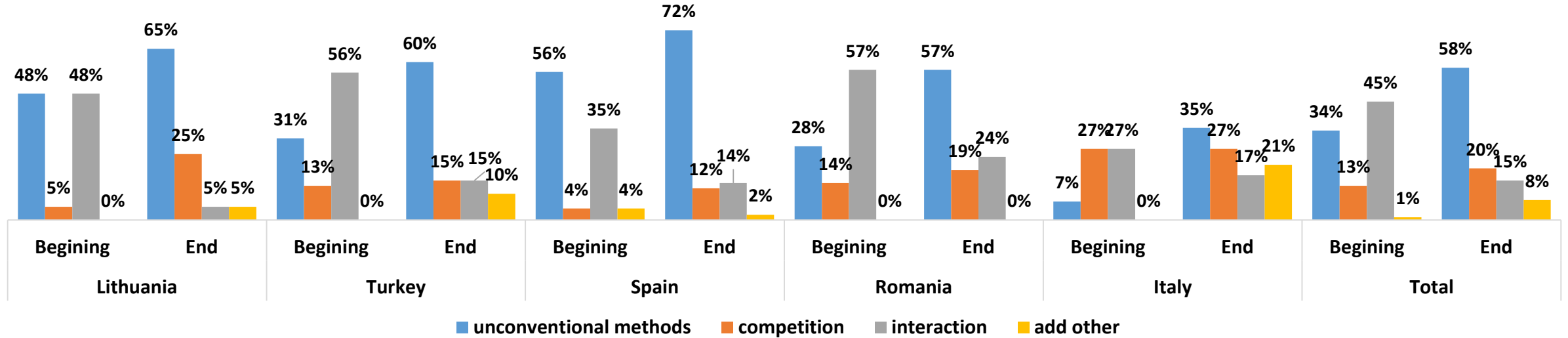
## Teachers: Which is the most valuable PROs of teaching through Gamification?



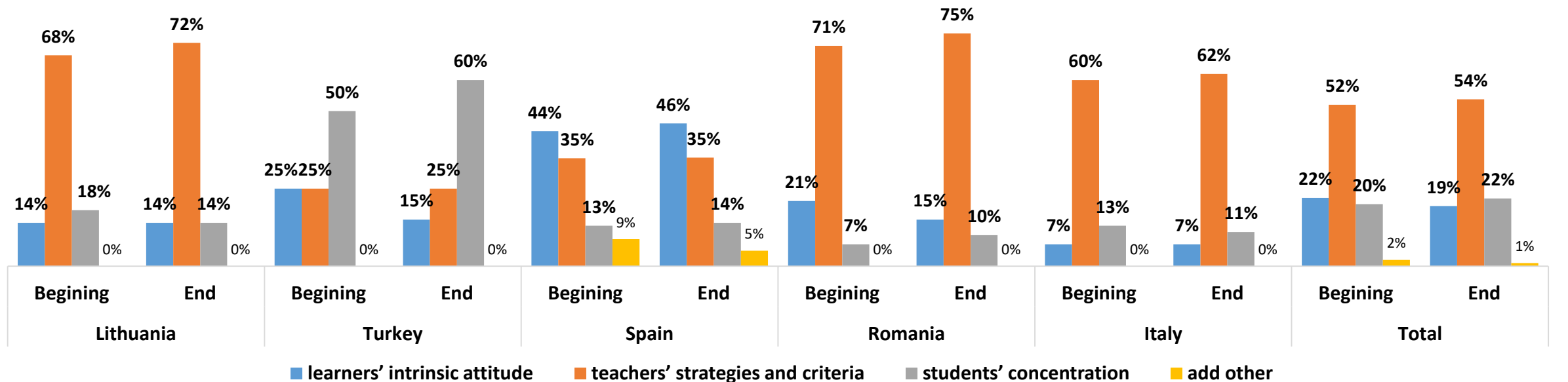
## Which is the most valuable CONs of teaching through Gamification?



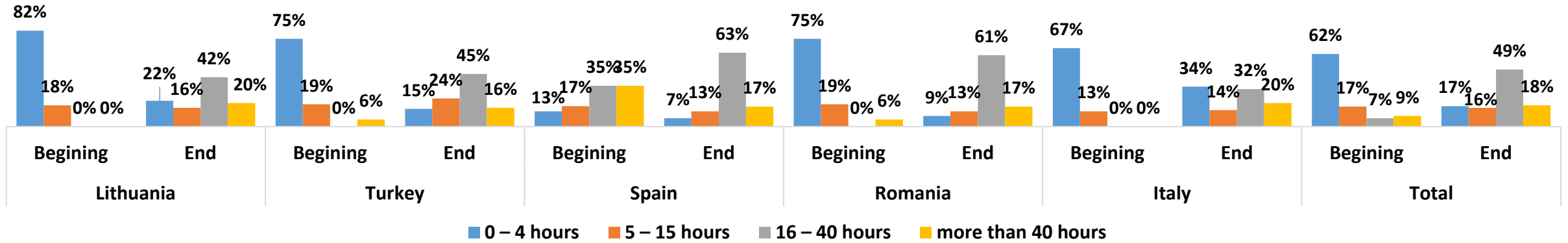
## Teachers: What makes Gamification so appealing to learners?



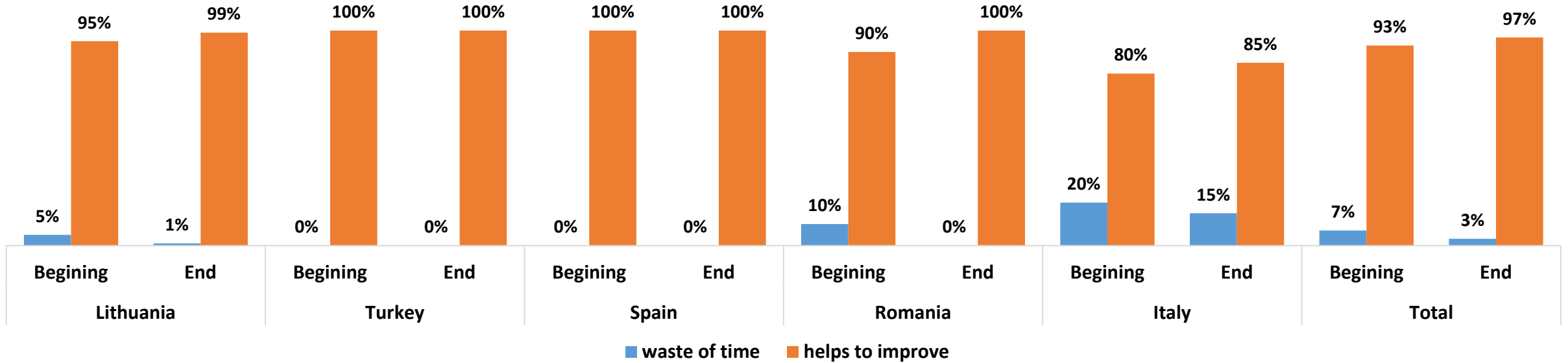
## What do the effects of Gamification on motivation improvement depend on?



# Teachers: How many hours of Gamification related training have you received in this school year?



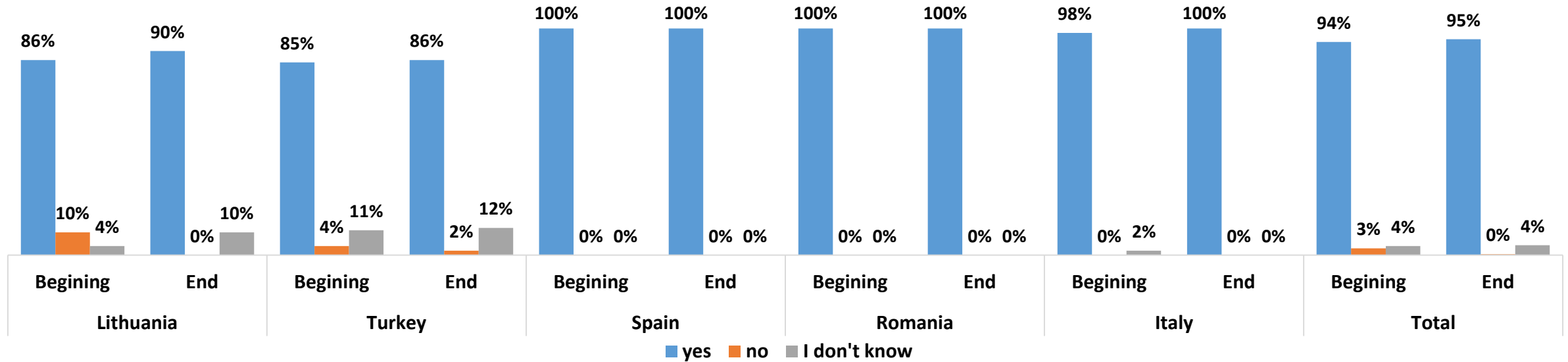
## Gamification for you...



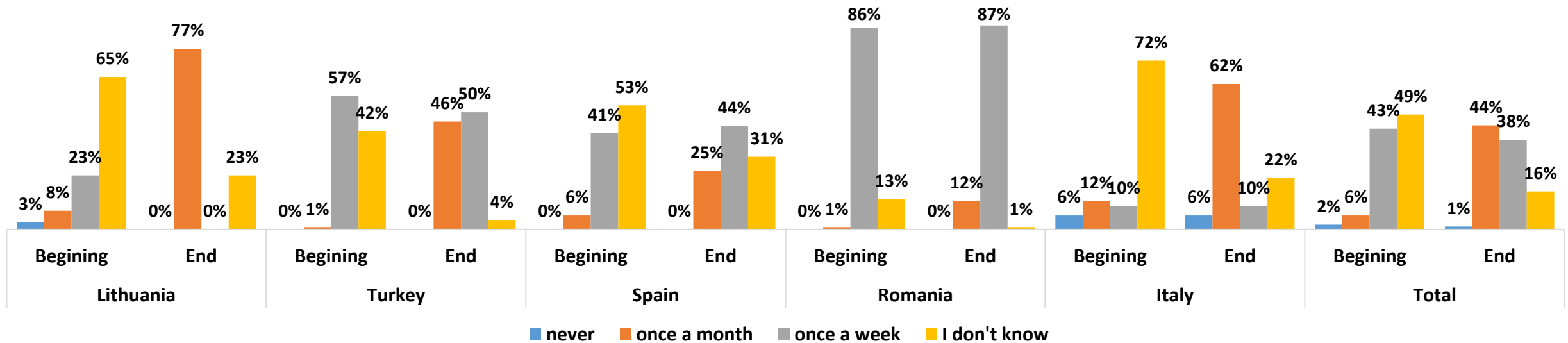
# Conclusion (*teachers*)

- Teachers' understanding what Gamification increased 44%.
- The number of teachers who never used Gamification decreased 38%.
- The main purpose of use Gamification - it boosts motivation.
- The most valuable PROs of teaching through Gamification is creating an enthusiasm.
- The most valuable CONs of teaching through Gamification – focusing on winning.
- Unconventional methods were selected that make Gamification so appealing to learners.
- Teachers' strategies and criteria do the effects of Gamification on motivation improvement.
- 97% of teachers affirm that Gamification is not a waste of time but it helps to improve.
- Preparation for Gamification takes much more time.

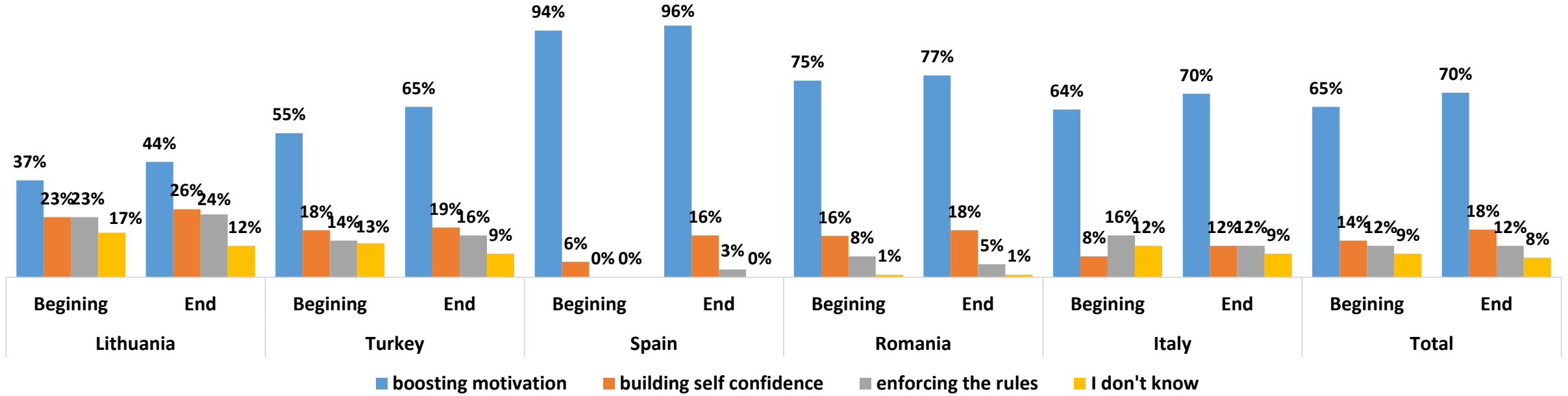
# Parents: Do you think that Gamification in the classroom helps to learn?



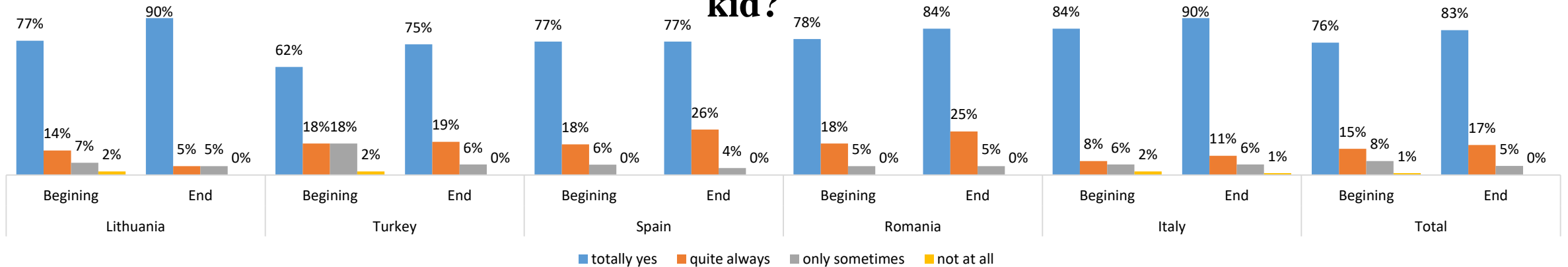
# How often teachers apply Gamification to your kid's classes?



## Parents: For which of the following purposes do your teacher uses Gamification at school?

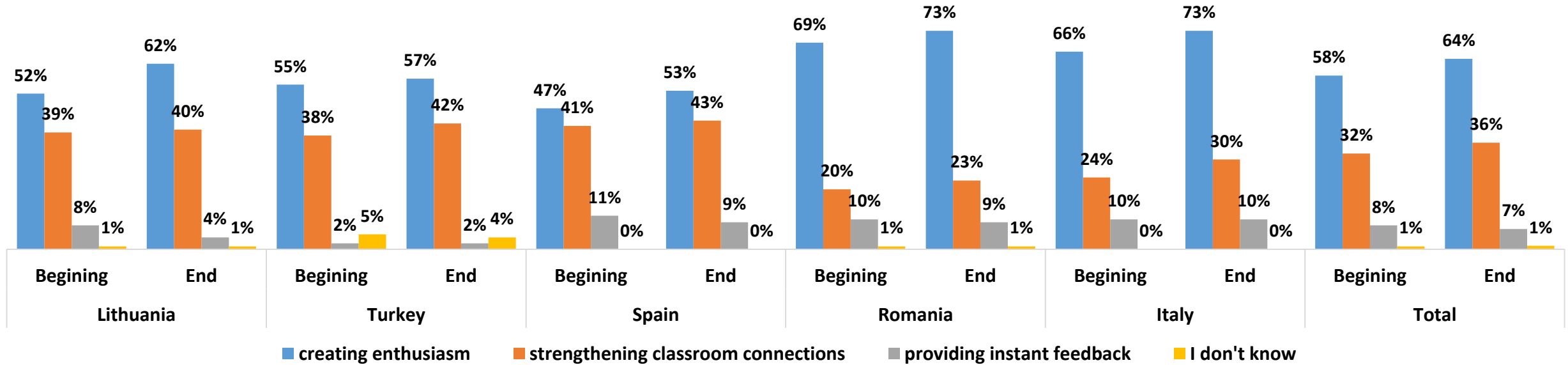


## Do you agree that Gamification in education can improve motivation and engagement of your kid?

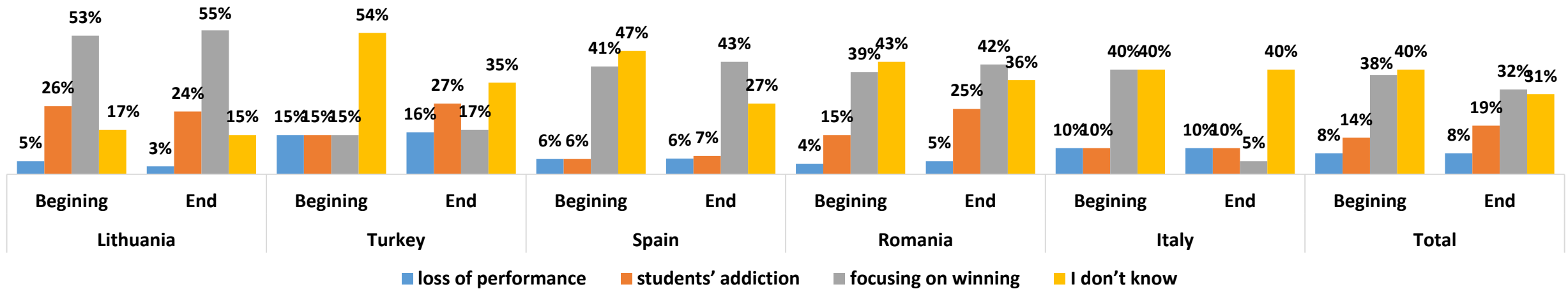




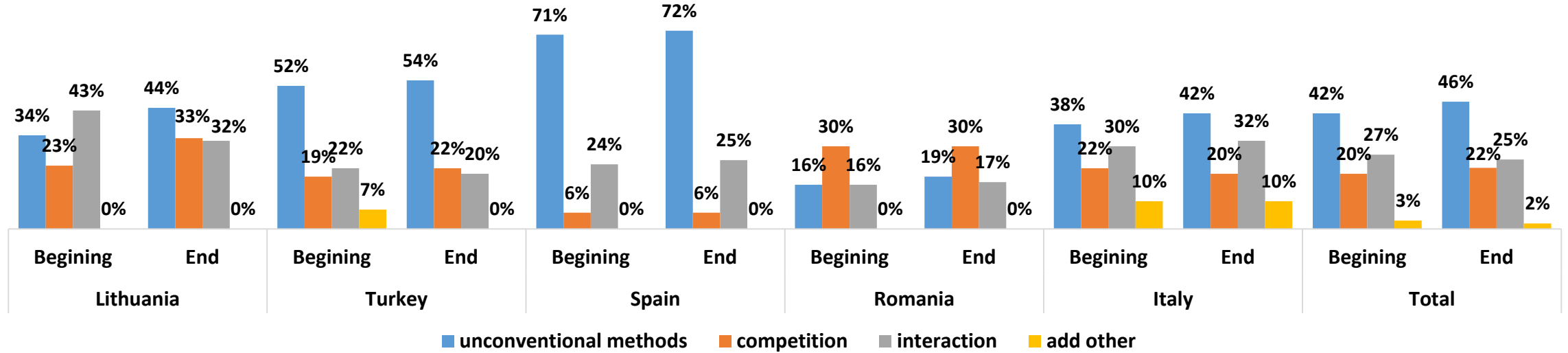
## Parents: Which is the most valuable PROs of teaching through Gamification?



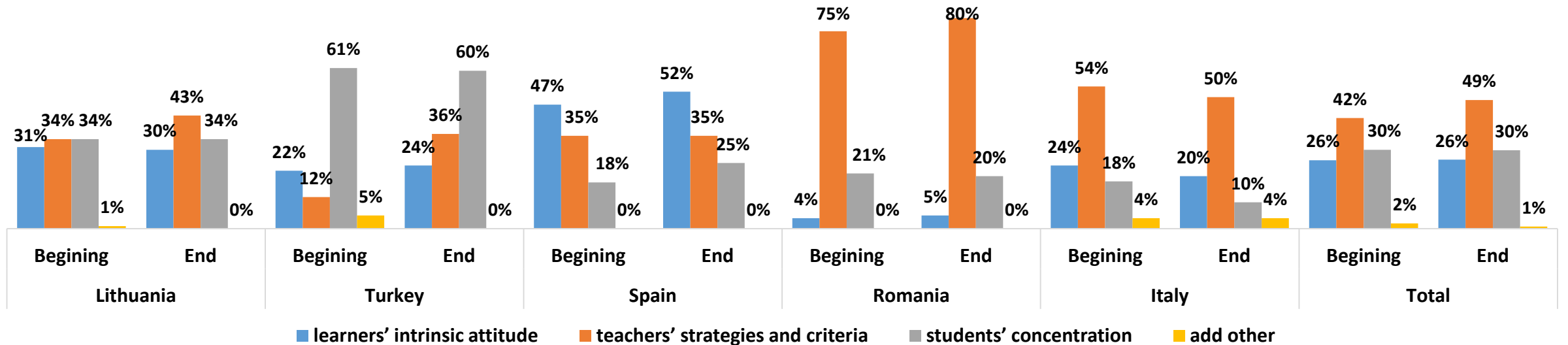
## Which is the most valuable CONs of teaching through Gamification?



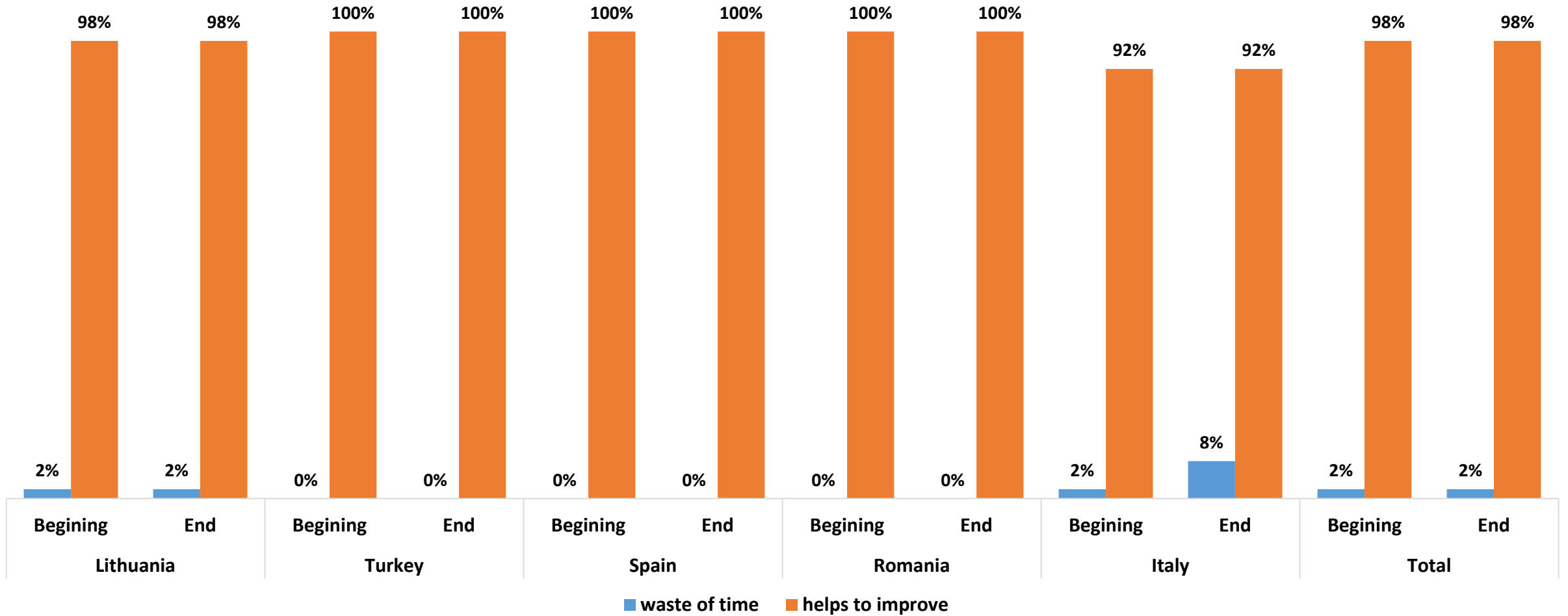
## Parents: What makes Gamification so appealing to learners?



## What do the effects of Gamification on motivation improvement depend on?



# *Parents:* Gamification for you...



# Conclusion (*parents*)

- Parents answers show that Gamification helps to learn (95%) and teachers often use it.
- 70% state that Gamification is used to boost pupils' motivation.
- According parents, the most valuable PROs of teaching through Gamification – creating enthusiasm.
- The most valuable CONs of teaching through Gamification – focusing on winning.
- Parents affirm the unconventional methods make Gamification so appealing to learners.
- Teachers' strategies and criteria do the effect of Gamification on motivation improvement.
- 98% of parents affirm that Gamification helps to improve.

# Common conclusion

- All the respondents affirm that Gamification motivates, helps to learn and creates enthusiasm.
- The most valuable CONs of teaching through Gamification – focusing on winning.
- It even increased a number of pupils who do their homework.
- Lessons through Gamification is more effective than a standard lessons.