

# Discrete Games and Gamification



Game-based mechanics are a great way to generate engagement in learning. In the border category of game-supported learning experiences, there are two distinct features.

In **Discrete Games**, the game is the learning experience. Examples of this type of learning include story-based games with branching and decision points and/or scoring mechanics to assess how well a learner completes an activity and demonstrates their knowledge on a topic. Other types of games include Jeopardy-style games.

In **Gamification**, game elements are needed to complete the learning experience. One such element is prestige awards, like badges or points toward leaderboards, which motivate learners to complete a course, read a document, meet with a mentor, or engage in other non-game learning tasks.

GP Strategies employs *Discrete Games/Gamification* for:



**Increased Learner Motivation:** A significant number of learners are highly motivated through gaining points and badges.



**Engagement:** A game can provide an exciting alternative method to present or reinforce concepts and content.



**Repetition:** Games and gamification can provide an effective and engaging way to work through repetition.



**Competition:** Learners challenge themselves to get the best result or apply themselves to attain recognition among peers or leadership. Competition can be a powerful tool.



**Challenge:** Games challenge the learner to attain the best outcome. Sometimes, a learner's first attempt produces a good result but not the best result. This motivates many learners to play the game again to demonstrate mastery.

