Discrete Games and Gamification

Game-based mechanics are a great way to generate engagement in learning. In the broader 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.