

Quizzes and Gamification

Introduction

Online training should be varied and exciting, just like face-to-face instruction. Fortunately, the media world is very extensive and the offer for e-learning purposes is constantly growing. In this module we want to introduce you to some of these tools and show you where you can find them and how to use them in teaching and training.



We will break this down into the following chapters:

- ◆ Gamification
- ◆ Tools

Gamification

What is Gamification?

Gamification is the application of game-design elements and game principles in non-game contexts. It can also be defined as a set of activities and processes to solve problems by using or applying the characteristics of game elements. Some classic game elements are points, badges, and leaderboards.

We encourage you to read this article by Gamify: [“What is Gamification?”](#)

In it you will get an interesting introduction to the topic as well as exciting examples from different areas where gamification can be applied, also in the educational sector.

More Materials on Gamification

Here we have collected more input to make the term gamification tangible and to clarify the impact within the learning context:

[What is Gamification?](#) – HCI Games (video)

[Educational games, mobile quizzes and digital badges are transforming learning](#) – ELM Magazine (article)

[Playing for adults – five examples of game-based learning tools](#) – ELM Magazine (article)

[54 Gamification Statistics you must know](#) – Financesonline.com (article)

What now?

Now that you are familiar with the term gamification and what it means for teaching and education, let's look at tools and examples of gamification.

Tools

Tools

You don't have to reinvent the wheel to use gamification in learning contexts. There are already good ready-made solutions that you can immediately use, and we want to show you some of them.

Let's start with one of the biggest and most popular platforms: Kahoot!

KAHOOT!

[Kahoot!](#) is a game-based learning platform that makes it easy to create, share and play learning games or trivia quizzes in minutes.

Question types include Multiple Choice, True or False and Word Cloud.

See how it works in this video:

[What is Kahoot!?](#) – Kahoot!



Screenshot: kahoot.com

Tools

So, with this platform you have the possibility to create quizzes of all kinds, here called Kahoots, and let learners guess live and compete against each other. How such a live quiz can work is explained in this video:

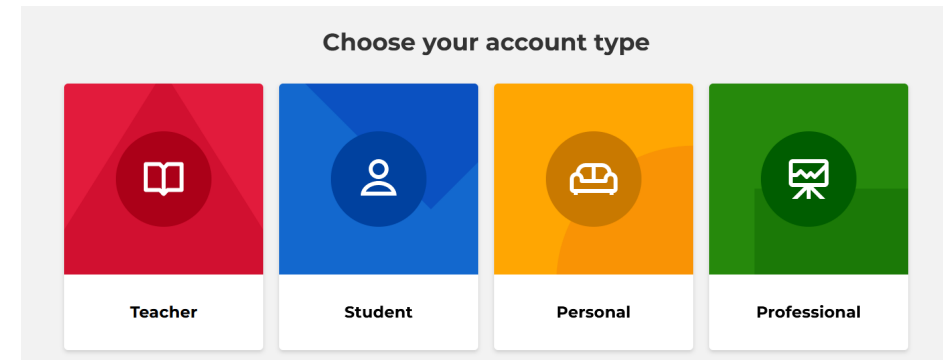
[How to play a Kahoot! – Kahoot!](#)

Create your first Kahoot

There are different account types and different subscription prices. But you can start with a free account. The subscriptions differ in the types of quizzes that are available later.

In the [Youtube channel of Kahoot](#) you will find many helpful videos to get started successfully and to create your first quiz.

[How to create a Kahoot](#) – Kahoot!



Screenshot: kahoot.com

MENTIMETER

[Mentimeter](#) is an online polling tool which can add an interactive element to a lecture, presentation or recorded session. Question types include Multiple Choice, Ranking Scales, Word Cloud and Open Ended.



Screenshot: [mentimeter.com](https://www.mentimeter.com)

Create your first Mentimeter

To start your first Quiz in Mentimeter register using the free option and click on the blue button “+ new presentation”. The interface is similar to that of Kahoot, i.e. similar to a Power Point presentation.

If you are struggling with your start, have a look at this Video Tutorial:

[How to create your first Mentimeter presentation](#) – Mentimeter

On the [Mentimeter](#) website under “Features” you’ll find various resources for polls and quizzes and how to use the tool.



Create your first Mentimeter

For more Gamification we suggest using the Mentimeter Tool Quiz Competition. Read this article on how to create it.

[How to create a Quiz Competition](#) – Mentimeter.com

For a quick start there are also templates available:

[Mentimeter Templates](#)

H5P

[H5P](#) is a free and open source software for creating interactive content for the web. Already available content forms include, for example, videos or presentations with embedded quiz tasks of various kinds, time beams or a memory game.



Screenshot: h5p.org

H5P

It is important to know that unlike the other tools we have looked at before, h5p is a plug-in. h5p items cannot be created directly on the manufacturer's website, but the plug-in must be integrated into a platform to be able to use it. You may already know it through the integration with moodle, or other platforms like wordpress or blackboard.



Screenshot from h5p.org



H5P

The variations that are possible are best viewed directly on the webpage. Because here you can try out the examples right away. Play a memory game or click through an interactive video:

[H5P Examples & Downloads](#)

The screenshot shows the H5P website's 'Examples and Downloads' page. At the top is a blue navigation bar with the H5P logo, a search bar, and links for 'Examples & downloads', 'Documentation', 'Goals & roadmap', 'Forum', 'Log in', and 'Create free account'. Below the navigation bar is the 'Examples and Downloads' section. It features a heading 'Examples and Downloads' and a paragraph explaining that H5P makes it easy to create interactive content by providing a range of content types for various needs. It also mentions that H5P can be integrated with various LMS platforms like WordPress, Moodle, or Drupal. Below this text is a 'Featured' section with three cards: 'Interactive Video' (Create videos enriched with interactions), 'Course Presentation' (Create a presentation with interactive slides), and 'Branching Scenario' (Create dilemmas and self-paced learning). Underneath is a 'Content Types' section with a 'View all' link and several category links: 'Larger Resources', 'Other', and 'Tasks'. At the bottom of the content types section, there are five icons representing different content types: 'Accordion', 'Advent Calendar (b...', 'Agamotto', 'AR Scavenger', and 'Arithmetic Quiz'.

Screenshot from h5p.org



H5P Examples

A particularly exciting new tool here, for example, is the [branching scenario](#) which allows users to create dilemmas, self paced learning scenarios and other types of adaptive learning.

An example of how this was implemented in vocational education is the [Conflict Resolution Scenario for Physiotherapy Assistants](#) – Sarah Wendorf

Or the [interactive video](#): A content type allowing users to add multiple choice and fill in the blank questions, pop-up text and other types of interactions to their videos using only a web browser to make videos more engaging.

Here is an example of an [interactive video with H5P elements](#) – University of South Australia

We have now introduced you to a few tools. But due to the constant digitalisation and the growing demand, the offer is constantly expanding! Each year, the [Top100ToolsForLearning list](#) will provide you with an overview on new additions in the learning tools field.

The handling of such tools needs not only an introduction, but also practice.

Practice on a small scale at the beginning. For example, you could create a Mentimeter survey and at the next meeting ask your colleagues how they are doing today. When you feel confident with such tasks, you will soon be ready using the tool in learning settings, too!

Best Practice Example

The 'No Alternative Facts' Gamification Environment

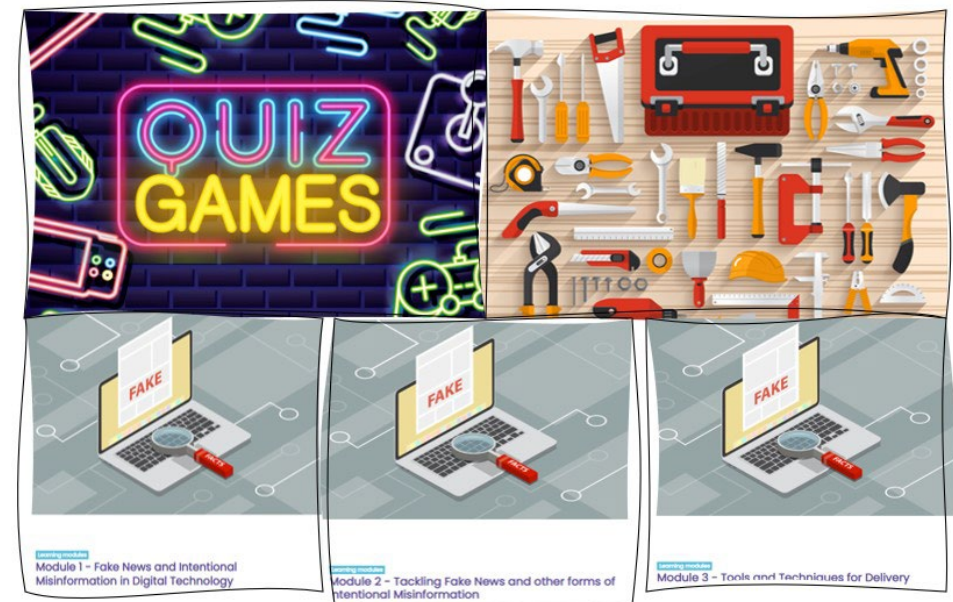
Available in English, German, Danish, Bulgarian and Italian

Can you recognise 'Fake News'?

The **No Alternative Facts Platform** is designed for educators and trainers who want to tackle the topic of 'Fake News' in an innovative and playful way with their learners.

It offers a wide range of teaching and learning resources including:

- ◆ The Gamification Platform for quiz-based and peer-to-peer learning
- ◆ A Toolbox of Resources for detecting 'Fake News' and images
- ◆ A Modular Learning Programme for recognising and tackling false information in the digital media and developing Critical Digital Literacy skills in adults



For more information and access to the Platform go to:

<https://www.noalternativefacts.net/platform>



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