

BUILDING 21ST CENTURY SKILLS WITH DIGITAL GAMES

Schools around the world are implementing **gamification** to help learners develop the life skills necessary to be successful.

Gam-i-fi-ca-tion: (n) the application of game elements to learning.

79%
OF TEACHERS¹

83%
OF PARENTS²

AGREE

Games teach students 21st century life skills.

21ST CENTURY SKILLS



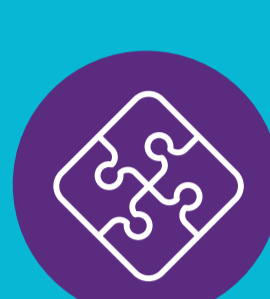
Collaboration



Communication



Creativity



Critical Thinking

Specifically, games help students learn how to work together.

62%
of game savvy teachers agree games foster collaboration

Teachers whose students primarily play together were more likely to report improvements in student social skills than teachers whose students play alone.¹

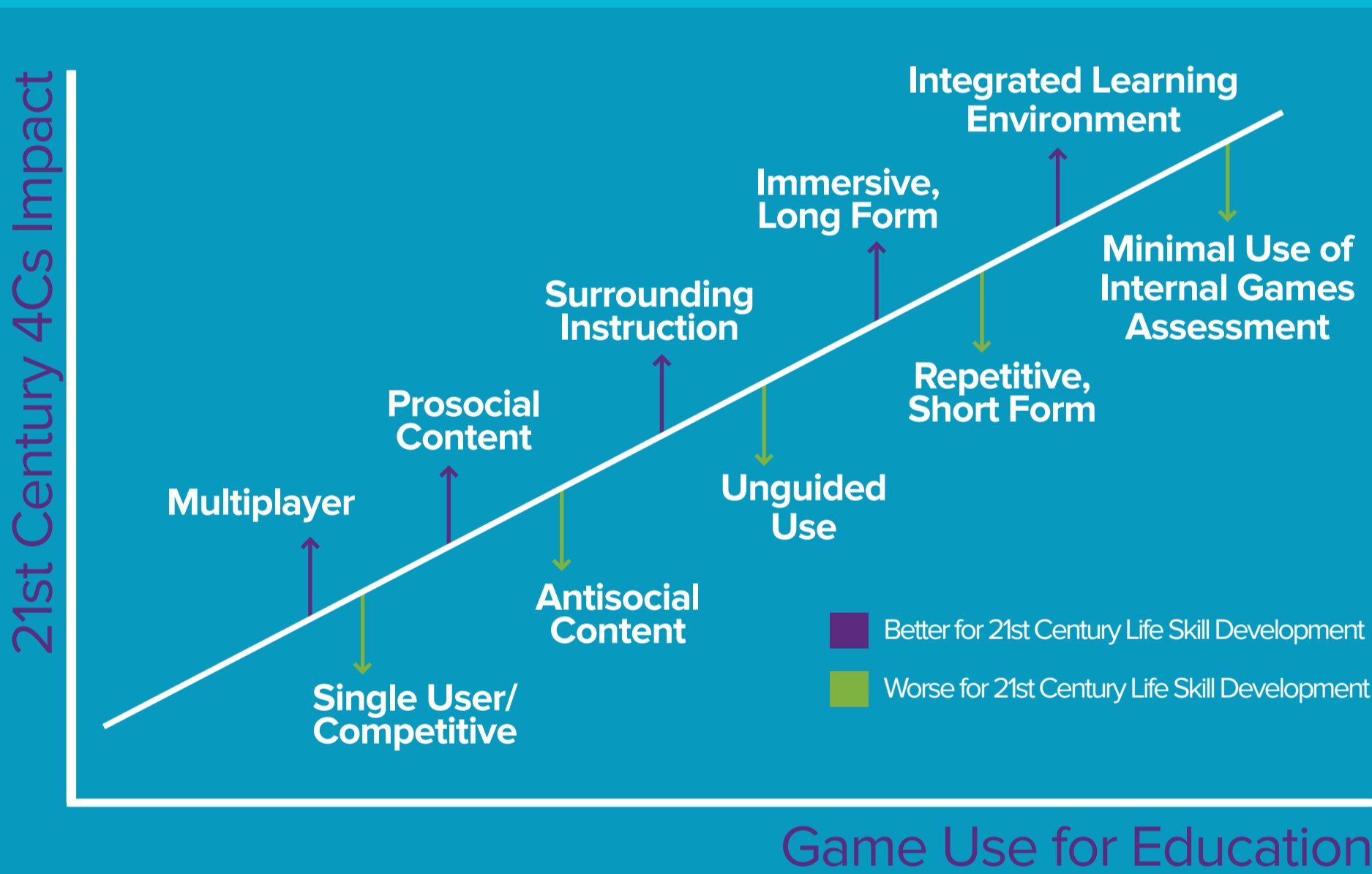
Games improve student performance.



57
STUDIES

have found that students using **digital game scenarios will outperform** students in non-game scenarios in learning outcomes.³

IMPACT OF GAMES USED FOR EDUCATION



COMMON BARRIERS TO GAMIFICATION

At your school, what are the greatest barriers game-using teachers face in using digital games in the classroom?¹

46%

INSUFFICIENT TIME

44%

COST

35%

LACK OF TECH RESOURCES

34%

NOT SURE WHERE TO FIND QUALITY GAMES

31%

NOT SURE HOW TO INTEGRATE GAMES

4 TIPS FOR IMPLEMENTING GAMIFICATION



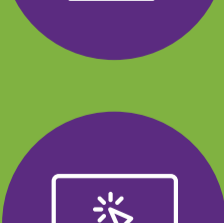
Think collaboratively: The positive effects of game-based learning are strongest when students play together, instead of alone. Organize activities in pairs, groups, or with the whole class.



Set up instruction: Students learn best when they're given clear instruction, even when they're playing games.



Use groups to encourage gaming: Students are more engaged when learning together. Use group play to encourage learning.



Consider SMART Lab™ as part of SMART Learning Suite™ to make gaming in the classroom easy!

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SOURCES:

¹Takeuchi, L. M., & Vaala, S. (2014). Level up learning: A national survey on teaching with digital games. New York: The Joan Ganz Cooney Center at Sesame Workshop.

²Growing Up Digital: Adults Rate the Educational Potential of New Media and 21st Century Skills May 8, 2008, Common Sense Media & the Joan Ganz Cooney Center; Conducted by Insight Research

³Douglas B. Clark, Emily E. Tanner-Smith, Stephen Killingsworth, SRI: Digital Games for Learning: A Systematic Review and Meta-Analysis, 2014.