As students grow up in a digitalized world, their way of learning and their concept of an effective educational environment have changed. Gamification supports and builds upon active methodologies and game mechanics and can be used to enhance students’ learning experience, involvement, and performance.

To analyze the effects of a gamified experience through virtual and face-to-face escape rooms, and to determine the generated levels of fun, absorption, creative thinking, mastery, activation, absence of negative effects and student grades.

Gamification applied in a face-to-face environment further enhanced the idea of a pleasant and fun entertainment experience for students, in addition to favoring activation in the teaching and learning process.

Gamification applied in a virtual environment enhanced students’ ability not only to feel influential and autonomous but also to develop a greater level of creativity and exploration.

In both cases, students similarly perceived a high degree of spatial-temporal absorption and an absence of negative effects.

Practical implication the promotion of active methodologies to implement a teaching and learning process adapted to the new demands of society and the current legislative requirements.

Comparing Gamification Models in Higher Education Using Face-to-Face and Virtual Escape Rooms


Editors: Dra. Rosabel Roig Vila and Dr. Santiago Mengual Andrés
Adaptation of article: Ivan Sánchez López

1. INTRODUCTION

As students grow up in a digitalized world, their way of learning and their concept of an effective educational environment have changed. Gamification supports and builds upon active methodologies and game mechanics and can be used to enhance students’ learning experience, involvement, and performance.

2. METHODOLOGY

OBJECTIVE
To analyze the effects of a gamified experience through virtual and face-to-face escape rooms, and to determine the generated levels of fun, absorption, creative thinking, mastery, activation, absence of negative effects and student grades.

Gamification applied in a face-to-face environment further enhanced the idea of a pleasant and fun entertainment experience for students, in addition to favoring activation in the teaching and learning process.

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