Serious Games and Gamification in School Education

Guest Editors:

Dr. Carlos Vaz de Carvalho
Instituto Superior de Engenharia do Porto, Instituto Politécnico do Porto, 4200-072 Porto, Portugal

Dr. Hariklia Tsalapatas
Department of Electrical and Computer Engineering, University of Thessaly, 38333 Volos, Greece

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Message from the Guest Editors

Serious games and gamification in school education are research areas that focus on the integration of games and/or game elements into educational settings to enhance learning, engagement, and motivation. In the scope of this Special Issue, we understand serious games as fully fledged games designed with education as their primary purpose, rather than as pure entertainment, while we understand gamification as the introduction of game design elements and game principles into school education contexts.

Both serious games and gamification can significantly increase student engagement by making learning more interactive and experiential. Engaged students are more likely to attend classes, pay attention, and put effort into their work, leading to better educational outcomes and improved knowledge acquisition and retention. But beyond content knowledge, these approaches can help students develop essential 21st century skills, including problem solving, critical thinking, collaboration, and digital literacy. Serious games and gamification platforms can track user progress and performance, providing valuable data that educators can use to tailor instruction to meet student needs.

Special Issue

Editor-in-Chief

Prof. Dr. Daniel Muijs
School of Social Sciences,
Education and Social Work,
Queen's University Belfast,
Belfast BT7 1NN, UK

Message from the Editor-in-Chief

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