

## REPORT ON WEBINAR

**Topic:** “Gamification in Education- How Digital Badges can boost student motivation and engagement”.

**Organised by:** An initiative by itscredible in association with ScooNews

**Date, Time:** 23rd Dec, 2022, 3:00pm

**Speaker:** Mr. Naman Kandoi, Mr. Rohit Kumar, Ms.Avnita Bhir, Mr.Abhishek Bagchi

**Attendees:** Ritu Arora, Chanchal Chandna, Shilpa Aggarwal, Nidhi Arora, Jyoti Khurana, Alka Sanan, Sonia Gumber, Priyanka Kochagaway,Sapna Gupta,Monisha Ahluwalia, Anjali Balana, Sweta Jain, Ekta Dhand,Ruchi Baweja,Poonam Singh, Richa Gupta,Swati Panhani,Kavita Patwal

The webinar on the topic “Gamification in Education- How Digital Badges can boost student motivation and engagement” was conducted by itscredible.com in association with ScooNews.

The main points covered in the webinar were:

- Gamification versus gaming
- Pros and cons of Gamification
- Digital badges – what it is, how to share, advantages and disadvantages
- Portfolios for students and teachers
- Badges – credibility, does not give much information, has to have system where when a badge is clicked gives all the details of it and then its more credible
- Differentiation is where the introduction of gaming in classrooms comes into play by improving a student’s engagement, productivity and enthusiasm for what the teacher has to say
- Role of AI in customization and analysing the answers of the students
- Teachers at the centre of a classroom. Methods of evolving teaching learning should be accepted by school and parents alike

Gamification is a powerful tool for engaging and motivating students, and digital badges are a key part of that strategy. Schools can use digital badges to



reward student achievements, encourage participation in extracurricular activities, and provide personalized feedback.