

## **Gamification apps**

### **Duolingo**

<https://www.duolingo.com/>

Learning with Duolingo is fun, and research shows that it works! With quick, bite-sized lessons, you'll earn points and unlock new levels while gaining real-world communication skills.

### **Khan Academy**

<https://www.khanacademy.org/>

Students practice at their own pace, first filling in gaps in their understanding and then accelerating their learning.

### **Habitica**

<https://habitica.com/static/home>

Habitica is a free habit-building and productivity app that treats your real life like a game. With in-game rewards and punishments to motivate you and a strong social network to inspire you, Habitica can help you achieve your goals to become healthy, hard-working, and happy.

### **Forest**

<https://www.forestapp.cc/>

Forest is an app that helps you stay focused on the important things in life. Whenever you want to stay focused, plant a tree. Your tree will grow while you focus on your work. Leaving the app halfway will cause your tree to die.

### **Kahoot**

<https://kahoot.com/>

Kahoot! is a digital learning platform that uses quiz-style games to help students learn by making the information engaging in a fun way

### **Classdojo**

<https://www.classdojo.com/>

ClassDojo is the fun-named digital platform that works to connect teachers, students, and families in and out of the physical classroom by using a feed of photos and videos as well as messaging. Teachers can encourage students for any skill or value — whether it's working hard, being kind, helping others or something else.

## **Gimkit**

<https://www.gimkit.com/>

Gimkit is a classroom game-show platform where students compete by answering questions on their electronic devices. Instead of earning points, students earn virtual currency, which they can "invest" during the game to boost their score.

## **Baamboozle**

<https://www.baamboozle.com/>

Baamboozle is an online-based learning platform that uses games to teach. It offers a wide selection of games to get your students started right away but you can also add your own. As a result, the library of content is growing daily as teachers add their own challenges to the resource pool.

## **Wordwall**

<https://wordwall.net/about>

Wordwall allows teachers to create interactive games and printed materials for their students. Teachers simply enter the content they want and we automate the rest.

## **Nearpod**

<https://nearpod.com/>

Nearpod helps educators make any lesson interactive whether in the classroom or virtual. The concept is simple. A teacher can create interactive presentations that can contain Quizzes, Polls, Videos, Collaborate Boards, and more. Real-time insights into student understanding through interactive lessons, interactive videos, gamification, and activities – all in single platform.

## **Flinga**

<http://www.nordtouch.fi/>

Flinga platform combines different mobile devices to function as a tool for collaborative knowledge construction. Flinga allows students to participate either individually or simultaneously to conversations or questions asked by the teacher. With Flinga it is possible to collect students' comments, questions and answers quickly and easily for all to see. The entire classroom can simultaneously participate in collaborative working in a new, easy and a fun way.

## **Mentimeter**

<https://www.mentimeter.com/>

Build interactive presentations with the easy-to-use online editor. Add questions, polls, quizzes, slides, images, gifs and more to your presentation to create fun and engaging presentations.

Your audience uses their smartphones to connect to the presentation where they can answer questions. Visualize their responses in real-time to create a fun and interactive experience.

Once your Mentimeter presentation is over, share and export your results for further analysis and even compare data over time to measure the progress of your audience.

## **Kaizena**

<https://www.kaizena.com/>

Kaizena is a free online tool that fosters social learning through feedback. The tool allows the instructor to provide multiple forms of feedback, including text comments, voice recording, attaching files, and rating students' skills. Students can instantly respond directly to the instructor's feedback, which turns feedback into a conversation rather than a one-sided learning experience.

## **Answergarden**

<https://answergarden.ch/>

AnswerGarden is a minimalistic feedback tool. Use it in the classroom as an educational tool or at work as a creative brainstorming tool. Post it in a tweet or you can embed it on your website or blog to use it as a poll or guestbook. AnswerGarden is for anyone interested in using an easy and powerful way to get brief feedback from a group. AnswerGarden is used by teachers to establish the knowledge level of a class on a certain topic. It is used at conferences and workshops to break the ice with the audience in a fun and interactive fashion. AnswerGarden is used by creative teams for digital brainstorming sessions. People who maintain websites and blogs use it to poll their visitors in a brief and to-the-point matter.

## **Whiteboard**

<https://webwhiteboard.com/>

WebBoard is an online whiteboard web application for teaching and meetings which is designed to help you share ideas with your team. An ideal collaboration tool for lecturers, managers, designers and developers. An online whiteboard is a learning space where both teachers and students can write and interact with students in real time via the internet.

## **Basecamp**

<https://basecamp.com/>

Basecamp is an online collaboration app that lets people manage their work together and communicate with one another. You use it to keep track of all the tasks, deadlines, files, discussions, and announcements that happen around work. While some refer to it as a project management app—and certainly you can use it to manage projects—we classify it as a collaboration app instead due to its more flexible structure, lack of Gantt charts (Opens in a new window), and a few other differentiators, which we explain later. It's more like a virtual hub for teams and organizations.

## **Goosechase**

<https://www.goosechase.com/>

GooseChase EDU is a web-based platform that creates scavenger hunts for an app of the same name on mobile (iOS and Android) devices. First, teachers go to the website to create a new game with a basic description. Teachers then add missions to their game. Each mission is a scavenger hunt clue, which comes in three types: photo/video, text, or location. Photo/video questions are the most popular, where students submit a picture or video (limited in length to 30 seconds). Text missions are completed by typing information. Location questions are interesting but less frequently used: The teacher can set it so that mobile devices fulfill a clue by being in a certain area, down to a 50-meter radius (though they recommend 100 meters). Teachers can access the games library, which has many educator-created scavenger hunts. Just be sure to check a game thoroughly to confirm that it's appropriate for your students. When copying a game, teachers are free to modify it as they see fit.

## **Bookwidgets**

<https://www.bookwidgets.com/>

BookWidgets is an easy-to-use platform for creating interactive exercises like exit slips, games, timelines, photo- and video-based activities, and more. It integrates with other programs like Google Classroom, Canvas, and Moodle. A diverse library of widgets can be used to support all subject areas. BookWidgets allows teachers to create a ton of different types of interactive content. Examples of each type of widget are available to use as a template to start out, and a tutorial walks you through the steps. There are 40 different widgets you can create that can be shared through a link, a QR code, an email, and Google Classroom. Simple assessments you can integrate include exit slips, quizzes, and worksheets. Kids can practice and review skills with flash cards, puzzles, or games such as hangman or bingo.

## **Boardgames**

Board games are also an effective platform for gamification strategies which embed elements of chance (roll of the dice), challenge and consequence.