

1. Record Nr.	UNINA9910855365303321
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Titolo	Gamification in A Flipped Classroom : Pedagogical Methods and Best Practices // by Zamzami Zainuddin, Samuel Kai Wah Chu, Corinne Jacqueline Perera
Pubbl/distr/stampa	Singapore : , : Springer Nature Singapore : , : Imprint : Springer, , 2024
ISBN	9789819722198 9819722195
Edizione	[1st ed. 2024.]
Descrizione fisica	1 online resource (212 pages)
Collana	Education Series
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Disciplina	371.33
Soggetti	Educational technology Teaching Digital Education and Educational Technology Didactics and Teaching Methodology Pedagogy Classe inversa Ludificació Jocs educatius Llibres electrònics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction -- Flipped Classroom -- Gamification in Education and Learning -- Gamification in the Flipped Classroom -- Gamification Platforms for Flipped Learning Implementation -- Summary and Conclusion.
Sommario/riassunto	This book introduces to researchers and teaching practitioners the concept of gamification within a flipped classroom setting, which resonates with the best practices of flipped learning, gamified learning, and gamified flipped learning. The gamified flipped learning (flipped learning plus gamification) approach combines two emerging pedagogies into a single pedagogical form of instruction and serves as an alternative resolution to counter the challenges that arise from

flipped learning and gamified learning as separate pedagogies. This book also examines assessment systems for flipped classrooms, showcases various examples of gamification in flipped classroom designs, and reviews educational applications containing game elements for a flipped classroom setting.
