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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.

