

## Project : I Game Play, I Easy To Learn

The aim of gamification in education is to motivate students to learn and thus make learning more enjoyable. Students solve their problems related to interaction and class participation more easily in the gamification method. In addition, receiving feedback according to the activities completed by the student in the gamification process makes a great contribution to the learning process.

Gamification makes students more interested in lessons. And this increased willingness to learn paves the way for effective learning. In this way, it is easier to realize permanent learning, which is the most important element in education.



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**Languages: Turkish, English, Azerbaijani**

**Members (30)**

**Country ( 6) Türkiye, Azerbaycan, Bulgaristan, Polonya, Moldova Cumhuriyeti, Slovakya.**