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Physics learning promoting culture
and addressing societal issues

Contribution ID: 162

Type: **Oral presentation**

RPG-based Gamification in Physics Teaching

Wednesday 5 July 2023 14:20 (20 minutes)

Nowadays in teaching physics in high school, one of the biggest problems is attracting and maintaining students' attention. Gamification can be a very easy and exciting way to get students involved in the class. In my research, I used an RPG (role-playing game) based online platform (Classcraft), where the students can have their own character that they can personalize and level up as they receive XP (experience points) if they turn in assignments or participate in class. This platform has several tools too to gamify each lesson. At the end of the chapter, I compared their results.

How would you like to present your contribution?

Live in Košice (time slot to be allotted based on the programme)

Target education level (primary)

Upper-secondary education

Target education level (secondary, optional)

Lower-secondary education

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Session Classification: Innovative strategies at school

Track Classification: Innovative strategies and pathways to improve physics education at school