



Project number: 2023-1-FI01-KA220-VET-000154135

Module 5 - Tools for Gamification and Serious Games

Reading Materials



Ecological Thinking!

Think before printing, if it is necessary. In case something needs to be printed, it is worth thinking about where to print it (e.g., local print shop, ecofriendly online print shop, etc.), on what kind of paper (e.g., recycled paper, grass paper, other alternatives to usual white paper) and with what kind of colors.

Let's protect our environment!





Reading Materials

Module 5

In this document, you can find different sources of information on which the content videos of this module have been based. Under each title, you will find a brief summary of its content to know what they are about.

- *Wong C. (2021): What is An AI Intelligent Tutoring System and Why You Should Use It. Noodle Factory.*
<https://articles.noodlefactory.ai/what-is-an-ai-intelligent-tutoring-system-and-why-you-should-use-it>

This article is about AI intelligent tutoring systems, which are computer-based learning systems that use artificial intelligence to provide human-like lessons without a human teacher. The article explains what AI intelligent tutoring systems are, how they work, and why they are beneficial for online learning. The article also lists some of the advantages of AI intelligent tutoring systems, such as providing a human-like learning experience, personalised feedback, multimedia learning, self-paced learning, and problem-solving skills.

- *Javaid M., Haleem A., Singh R. P., Khan S. and Khan I. H. (2023): Unlocking the opportunities through ChatGPT Tool towards ameliorating the education system. BenchCouncil Transactions on Benchmarks, Standards and Evaluations, Volume 3, Issue 2.*
<https://doi.org/10.1016/j.tbench.2023.100115>

This article is about ChatGPT, an AI-based tool developed by OpenAI that uses large language models to generate and understand natural language. ChatGPT has various applications in education, such as automating grading, customising learning, translating languages, and providing personalised resources. The text discusses the need, features, and benefits of ChatGPT for both teachers and students, and predicts that ChatGPT will improve the quality and efficiency of education in the future.

- *Baptista G. and Oliveira T. (2019). Gamification and serious games: A literature meta-analysis and integrative model. Computers in Human*



Behavior, 92 (march), 306–315. (Advanced online publication on 16 november 2018). Doi: <https://doi.org/10.1016/j.chb.2018.11.030>

In recent years we have witnessed a growing number of companies and institutions embedding game mechanics and game design techniques in all types of information systems, applications, and services. Following this trend, it is possible to find an increasing number of publications studying these subjects. With this meta-analysis we synthesise and integrate all the earlier literature and information available on gamification and serious games, assessing the current state-of-the-art in the field, filling a literature gap on this subject. We calculated meta-analysis effects from a total of 54 studies and 59 datasets collected from the literature. Attitude, enjoyment, and usefulness are the most relevant predictors of intention to use gamification. Intention, enjoyment, and usefulness are the most relevant predictors of the brand attitude towards gamification. Our results allow us to present a theoretical model that will be of value to future gamification studies.