



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

## Module 5 - Tools for Gamification and Serious Games

### Additional Resources



#### 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!**





# Additional Resources

## Module 5

In this document, you can find Additional Resources related to Tools for Gamification and Serious Games.

- Nichols R. (2023): What Is a Social Learning Platform (and Is It Really What You Need)? 360Learning  
<https://360learning.com/blog/social-learning-platform/>

This article is about the benefits of social learning platforms, which are online tools that enable students to learn from and with each other, by providing opportunities for interaction, feedback, and knowledge sharing. The article also describes some of the features of social learning platforms, such as social Q&A, peer feedback loop, competitive gamification, video creation, and SCORM compliance. The article concludes by noting that social learning platforms can be more engaging than standard LMS, but they need to provide more meaningful and lasting learning outcomes.

- Worboys R. (2020): *An introduction into extended reality (XR): the next level in 2020 vision*. Mewburn Ellis.  
<https://www.mewburn.com/news-insights/an-introduction-into-extended-reality-xr-the-next-level-in-2020-vision>

This article is about the concept and applications of extended reality (XR), which is an umbrella term for technologies that merge the physical and virtual worlds. The article traces the history of XR from its early origins in the 1960s to its current adoption by various industries. The article also explains the differences and similarities between the three main types of XR: virtual reality (VR), augmented reality (AR), and mixed reality (MR). The article concludes by highlighting the potential of XR to transform society and improve human experiences.

- Raj N. (2023): *The Future Of Blockchain Technology In Education*. eLearning Industry  
<https://elearningindustry.com/the-future-of-blockchain-technology-in-education>



This article explains how blockchain can be used to create smart contracts, manage student records, reward students with cryptocurrency, issue digital badges and credentials, and verify certification authenticity. The article also discusses the challenges and opportunities of blockchain for education in the future.