



Granada professor uses gamification to train future teachers

LOCATION: Granada
LENGTH: 1'37"

SUMMARY: Combining games and technology as tools for teaching: Isaac J Perez is making learning fun again by using gamification to spice up his classroom routine. He hopes to prepare future educators with innovative lesson plans using interactive games, audiovisual references, and more.

VTR:

Although it seems like these students are just playing around.... They're actually participating in class. This physical education professor at the University of Granada is utilizing the teaching technique of gamification. The goal is to equip future teachers with innovative lesson plans, through interactive games and audiovisual references.

Isaac J. Pérez
University of Granada professor

"It uses references to movies and TV to experiment, learn to manage emotions, develop skills and values, or explain different ideas related to education."

One of those references is the movie IN TIME, where life revolves around time. For the game, every student plans out their day in the app, and a few are dedicated to stealing their time away. The end goal is to teach good time management.

Isaac J. Pérez
University of Granada professor

"We replace verbs such as "tell" or "make" with words that are much more interesting from an educational point of view, such as "entice," "captivate," "enchant," "persuade" and "instruct."

Juan Manuel López
University of Granada student

"It's like working from a completely different perspective."

Nuria Callejas
University of Granada student

"I'm spending twice as much time on in this learning experience, (because I wouldn't call it a class), than other subjects that require studying notes or looking up information... I'm always enjoying it."

Isaac has also used references student favorites such as Matrix and Game of Thrones, which have spiked involvement.

Isaac J. Pérez
University of Granada professor

"Thanks to gamification, students have gone from the torture of passing a test, as a consequence of traditional and senseless methodologies, to being excited about learning."

Gamification even goes beyond the classroom. At the gym, it helps students with cardiorespiratory fitness. They improve lung capacity and heart strength, but are so focused on the games that they barely notice they're breaking a sweat.