

* Gamify Your eLearning With These 7 Techniques.

Audio Effects

Sound effects can express both positive and negative emotions. It keeps the learners audibly stimulated and informs them of their progress. It can add sentimentality if classic sounds from the old days are used.

Avatars

A graphical or animated depiction of the learner is known as an avatar. Including avatars assists learners in connecting with the curriculum and learning. Avatars can also be used to narrate or help learners as they progress through the course.

Simulations

Virtual worlds and 360-degree recordings enable learners to explore different environments without actually moving. Simulations can be delivered through thoughtful scenarios in which the learners progress by making decisions.

Point-Scoring

Scoring and gathering points is a powerful motivator in any online or offline game. The learners work hard to accumulate points or achieve the highest possible score while also capturing and continuing to work through the learning experience.

Timers

A timer is a traditional game attribute. It not only informs the learners of how much time they have to complete a task but also encourages them to act by creating a sense of urgency. A timer can be a source of motivation for the learners to stay active.

Maps

A built-in map is an excellent method for learners to discover an online course. It allows the learners to monitor their advancement in an entertaining, graphical, and interactive manner.

Bars of Progress

A progress bar keeps learners focused on their goals by allowing them to track their progress throughout a course. Learners are encouraged to compete with one another and reach the final goal by doing their best.