



EDU Vision  
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# Pedagogy of gamification: democratic learning and student autonomy

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# WHY?



How can we adapt education to be in tune with new knowledge and new technologies? How can modernization of the educational process be achieved, how can we integrate technology into education while aligning it with the interests and needs of students?

How can the classroom experience be improved, while reducing boredom, passivity, and resistance to learning (which teaching methods should be applied)?

How can we prepare students to promote democratic values, to actively participate in decision-making processes, and how can we encourage and develop critical thinking and teamwork?

How can we foster students' autonomy and independence so that they become confident, capable of learning on their own, and able to cope with numerous challenges?

Which approaches should we apply to contribute to the development of holistically developed individuals, prepared for social and professional challenges?

How can we create conditions and situations that enable personalized learning, and how can we establish a safe, fair, and inclusive learning environment where everyone can progress according to their own pace and interests?

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# Introduction



Gamification represents an innovative approach in education that uses elements from games to increase engagement, motivation, and effectiveness in learning.

We will highlight the key points and meanings of gamification in the teaching and learning process, focusing on democratic learning and student autonomy..

# Identification of the concept of gamification

- Gamification is the use of game design elements in non-game contexts.” (Deterding et al., 2011, p. 9)
- Landers and Armstrong (2021) define it as a strategy for enhancing motivation through game elements, applicable in educational and professional contexts.
- The use of game elements to improve educational experiences, with an emphasis on personalized learning and inclusiveness (Kapp & Vandercruysse, 2022).
- A method of incorporating game mechanics to increase engagement in learning, focusing on cognitive and motivational effects (Sailer & Homner, 2020).
- .....
- .....
- .....





Differences between gamification and the  
play method

Differences in gamification within  
education, teaching, and learning



# Key characteristics

- Game elements
- Motivation and engagement
- Personalization
- Interactivity and feedback
- Social interaction
- Contextual learning
- + •Fun and engagement





## *Game techniques*

*Badges, missions, rewards, and real-time feedback are effective techniques that maintain motivation and highlight achievements, while simultaneously enabling progress tracking*

# Digital platforms

Digital platforms such as Kahoot, Classcraft, Quizizz, ClassDojo, Duolingo, Edmodo, Socrative, Breakout EDU, Brainscape, and gamification platforms (Bunchball, Badgeville) encourage a competitive spirit and teamwork through interactive quizzes and roles, creating a fun and motivating educational process.

The choice of platform depends on the students' age, teaching objectives, and available resources. For example, Kahoot and Quizizz are excellent for quick activities, while Classcraft is better suited for long-term motivation.

Platforms should be combined with appropriate pedagogical methods to achieve maximum effect.



# Gamification with a focus on democratic learning and student autonomy

- *Democratic Pedagogy*
- *The Connection between Gamification and Democratic Pedagogy*
- *Autonomy*
- *Gamification and Student Autonomy*



# *How and in what way can gamification be achieved with a focus on democratic learning and student autonomy in the process of teaching and learning?*

Strategic planning and application of game elements that promote inclusiveness, collaboration, choice, and independence.

Encouraging and creating:

- Inclusive activities
- Promotion of teamwork
- Respect for the students' voice
- Creation of democratic simulation scenarios that teach fair play, justice, and diversity
- Choice and flexibility:
- Self-management through integration of progress bars and feedback for monitoring progress
- Encouragement of intrinsic motivation
- Strengthening of self-confidence
- Application of digital tools/platforms:
- Designing classroom activities with missions, roles, and points for individual/group contributions
- Continuous evaluation



# Benefits of gamification with a focus on democratic learning and student autonomy

## Gamification benefits for democratic learning & autonomy

- Democratic participation: inclusiveness, collaboration, student voice, civic awareness
- Autonomy: choice, self-management, intrinsic motivation, self-confidence
- Outcome: engaged and responsible student community, ready for democratic processes and self-directed learning



# Weaknesses of Gamification with a Focus on Democratic Participation and Student Autonomy

<b>Weaknesses of gamification with a focus on democratic participation</b>	<b>Weaknesses of gamification with a focus on autonomy</b>
<ul style="list-style-type: none"><li>• Excessive competition</li><li>• ..</li><li>• ....</li><li>• ...</li></ul>	<ul style="list-style-type: none"><li>• Dependence on rewards</li><li>• ...</li><li>• ...</li><li>• ...</li></ul>



# Proposals for overcoming obstacles in gamification with a focus on democratic learning and student autonomy

<b>Proposals for overcoming obstacles in gamification with a focus on democratic participation</b>	<b>Proposals for overcoming obstacles in gamification with a focus on autonomy</b>
<p>Encourage collaboration and collective achievements</p> <p>.....</p> <p>.....</p> <p>.....</p>	<p>Focus on intrinsic motivation through activities connected to students' interests.</p> <p>.....</p> <p>.....</p> <p>.....</p>





*“If we are truly committed to the idea that children’s active participation in class is our highest priority, if we are genuinely sincere in our desire for children to think, to understand more, and to memorize less, then we must seek concrete and effective ways to move them, engage them, and activate them.”.*

**Dušan Radović**

# Thank you!



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