

Results of a student survey on gamification in the classroom

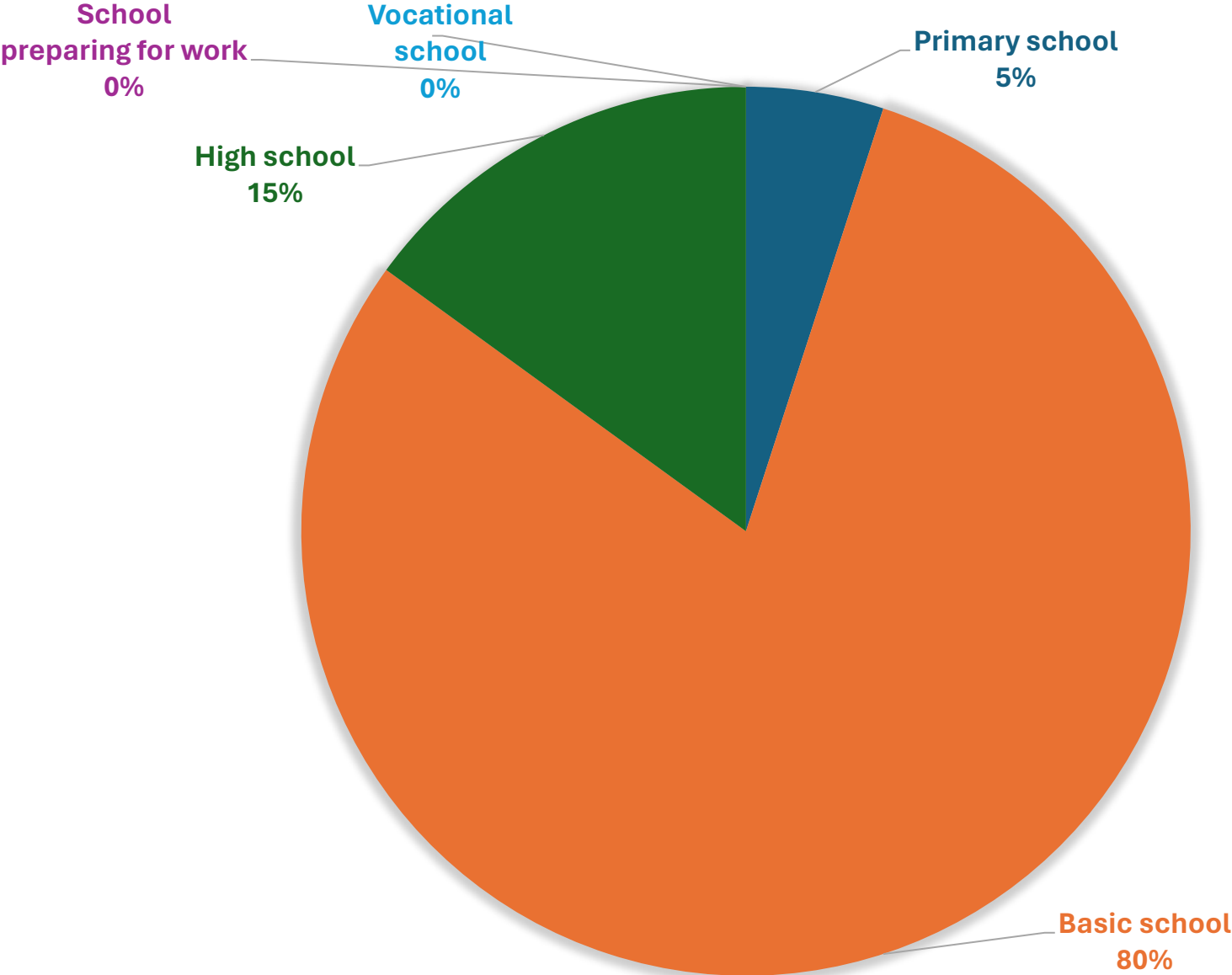


Funded by the
European Union

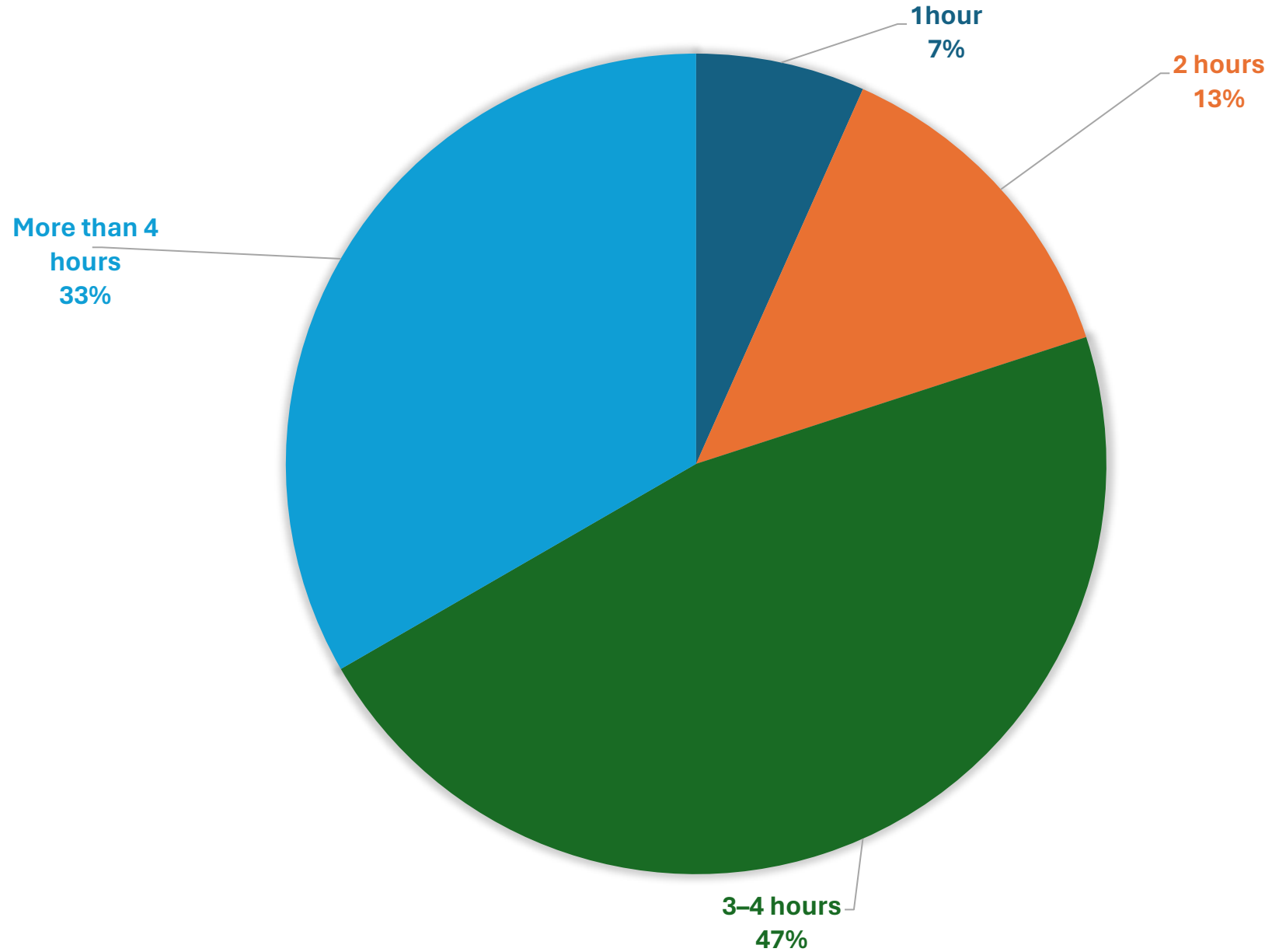


Klaipėdos Litorinos
mokykla

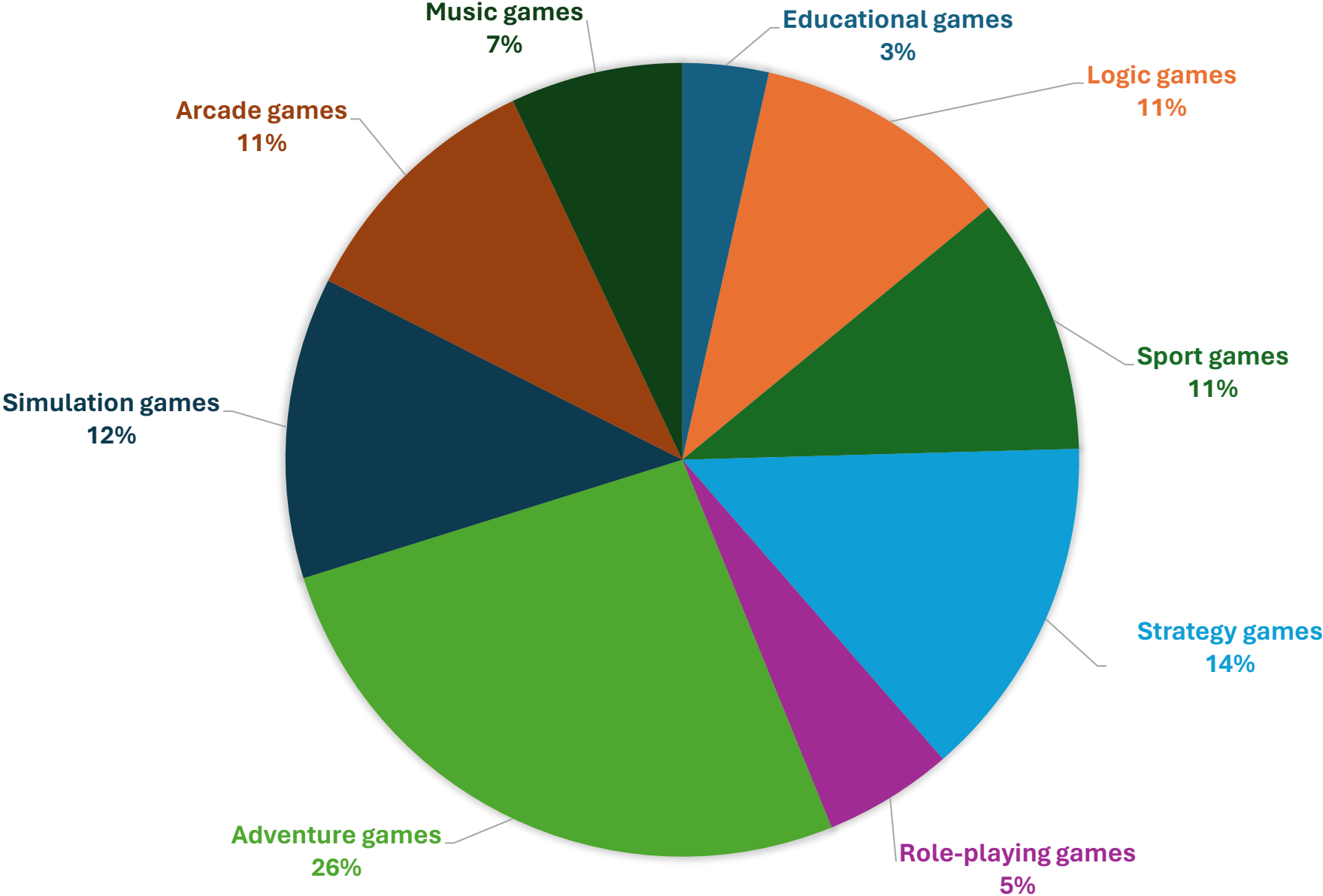
1. WHAT SCHOOL DO YOU ATTEND?



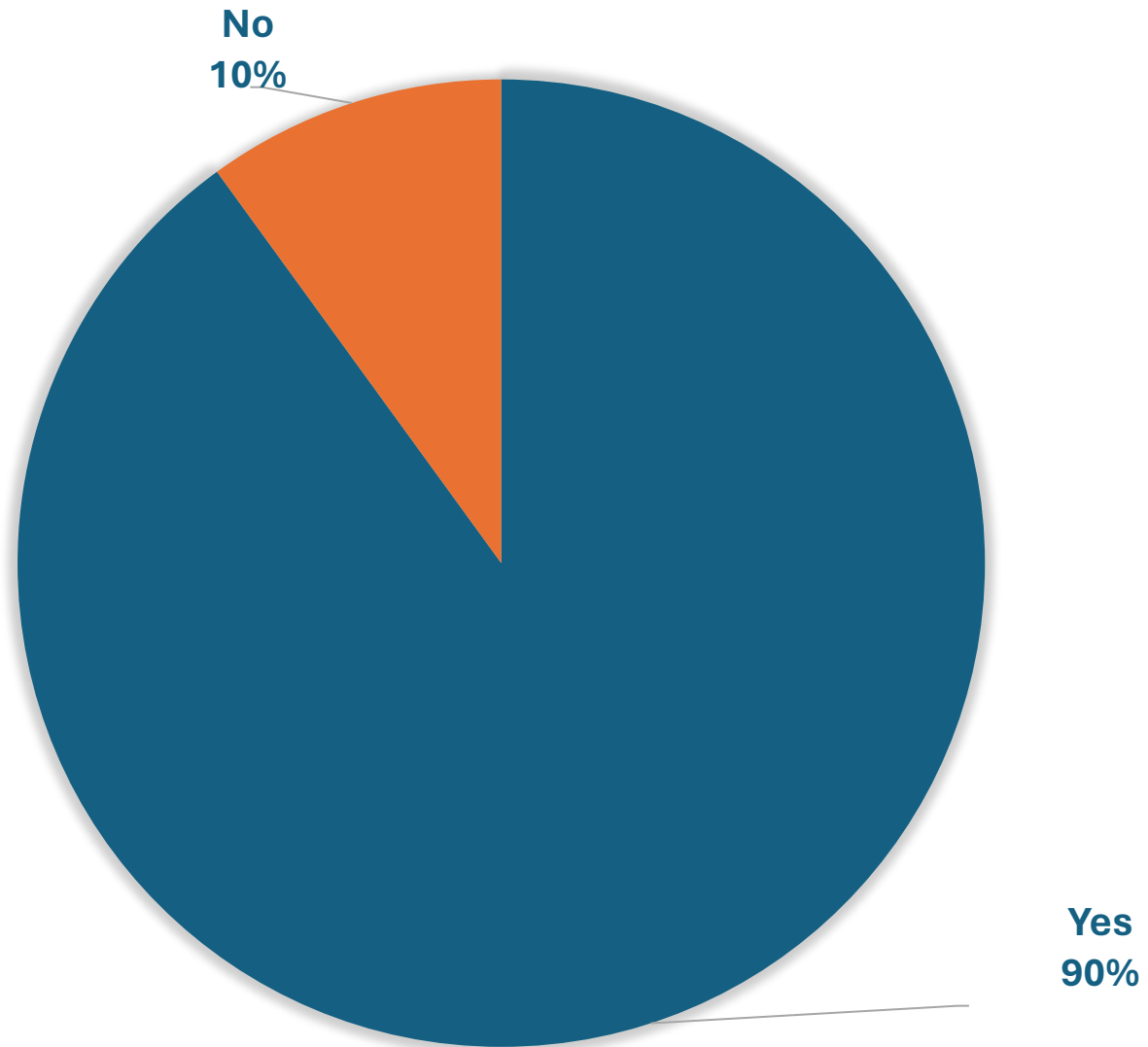
2. HOW OFTEN DO YOU PLAY GAMES DURING THE DAY?



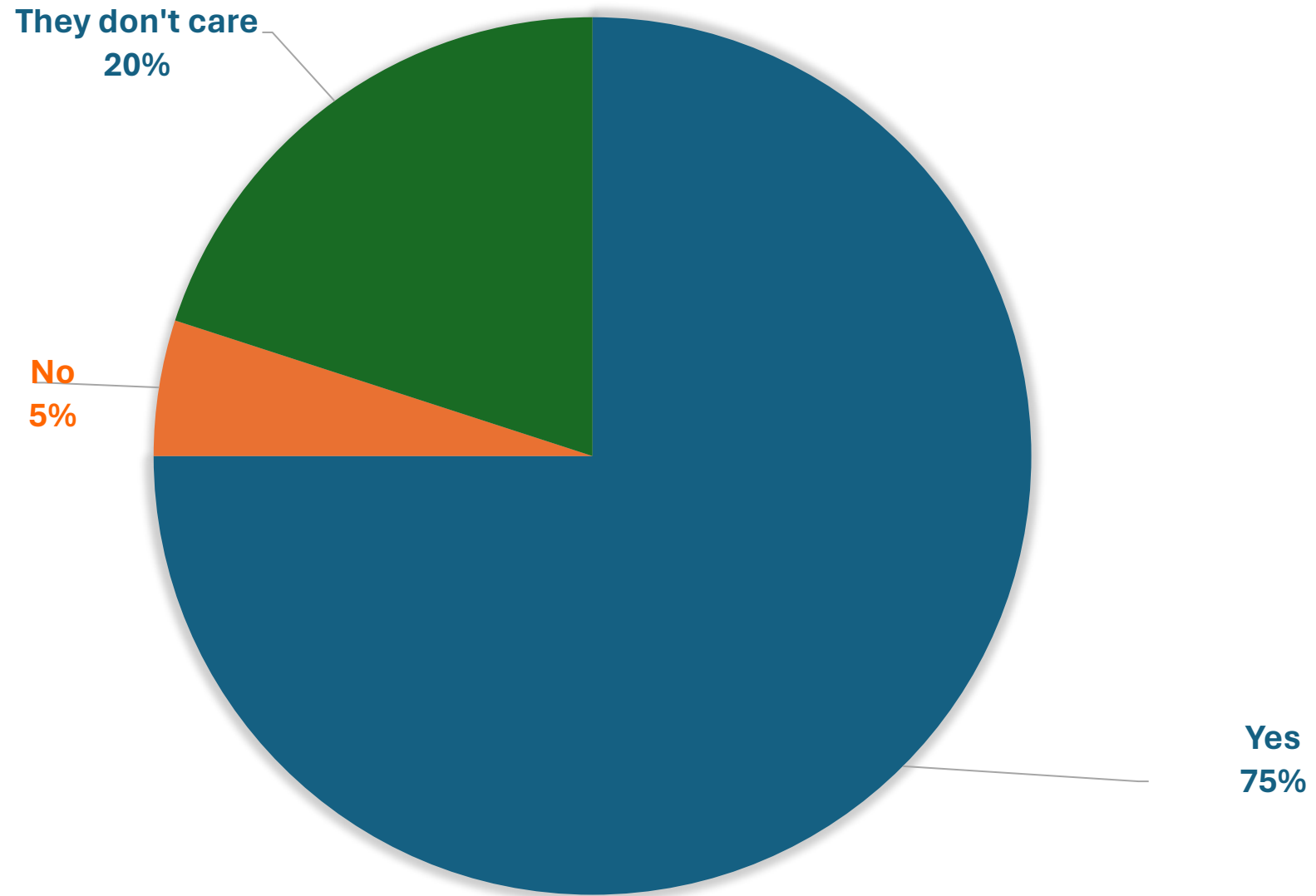
3. WHAT KINDS OF GAMES ARE YOUR FAVORITES?



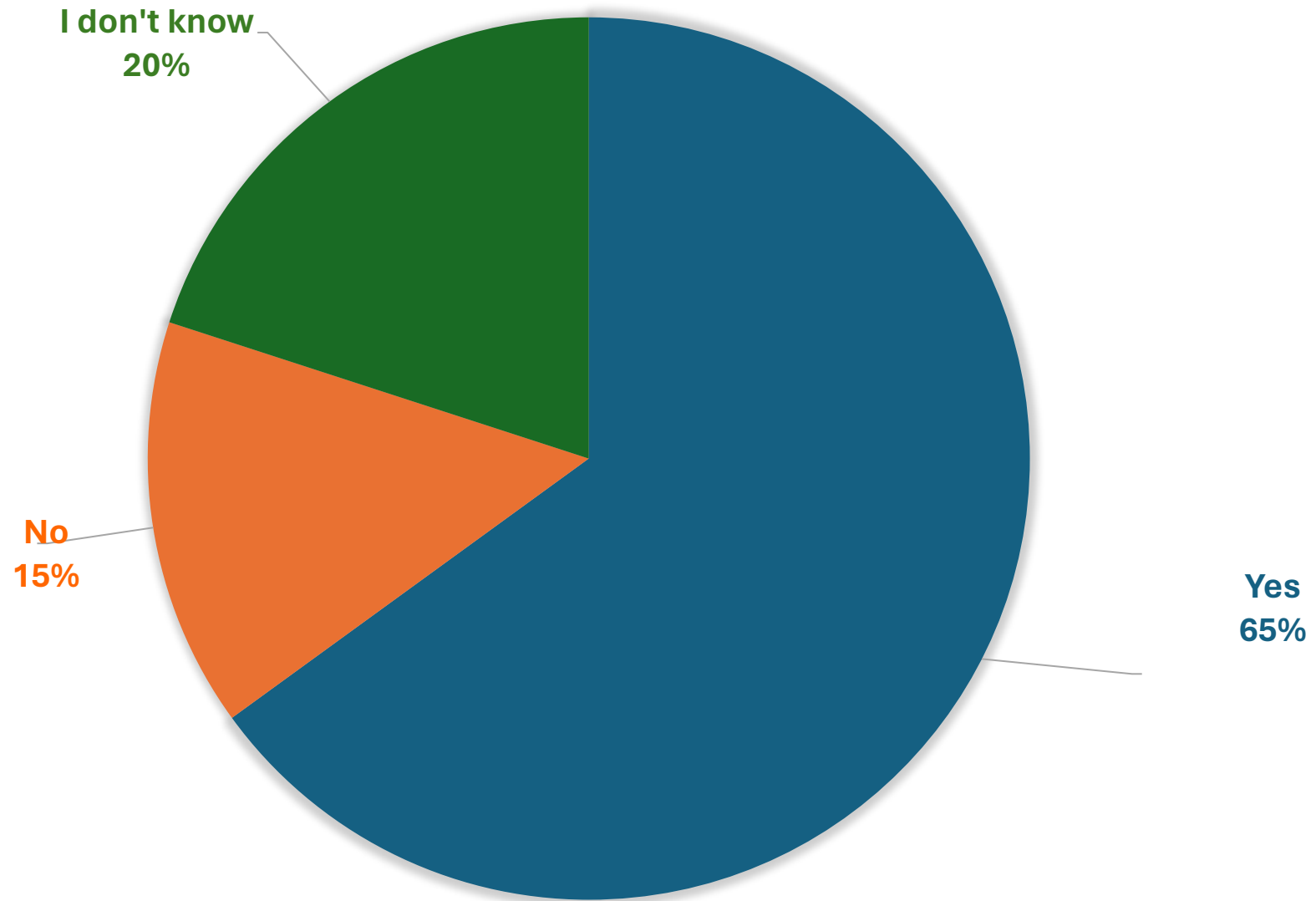
4. DO THE GAMES YOU PLAY HAVE DIFFERENT DIFFICULTY LEVELS?



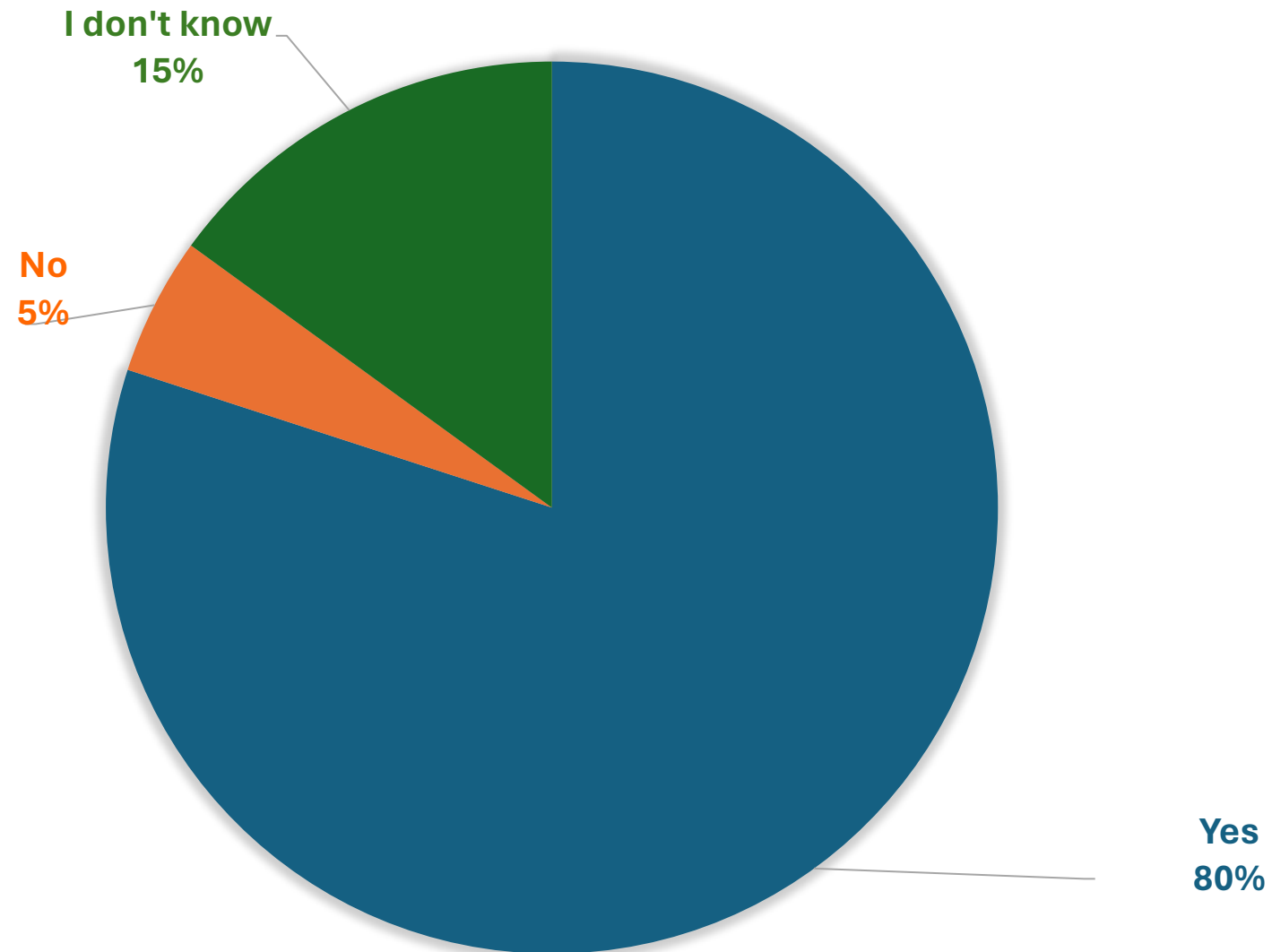
5. DO YOUR PARENTS APPROVE THE GAMES YOU PLAY?



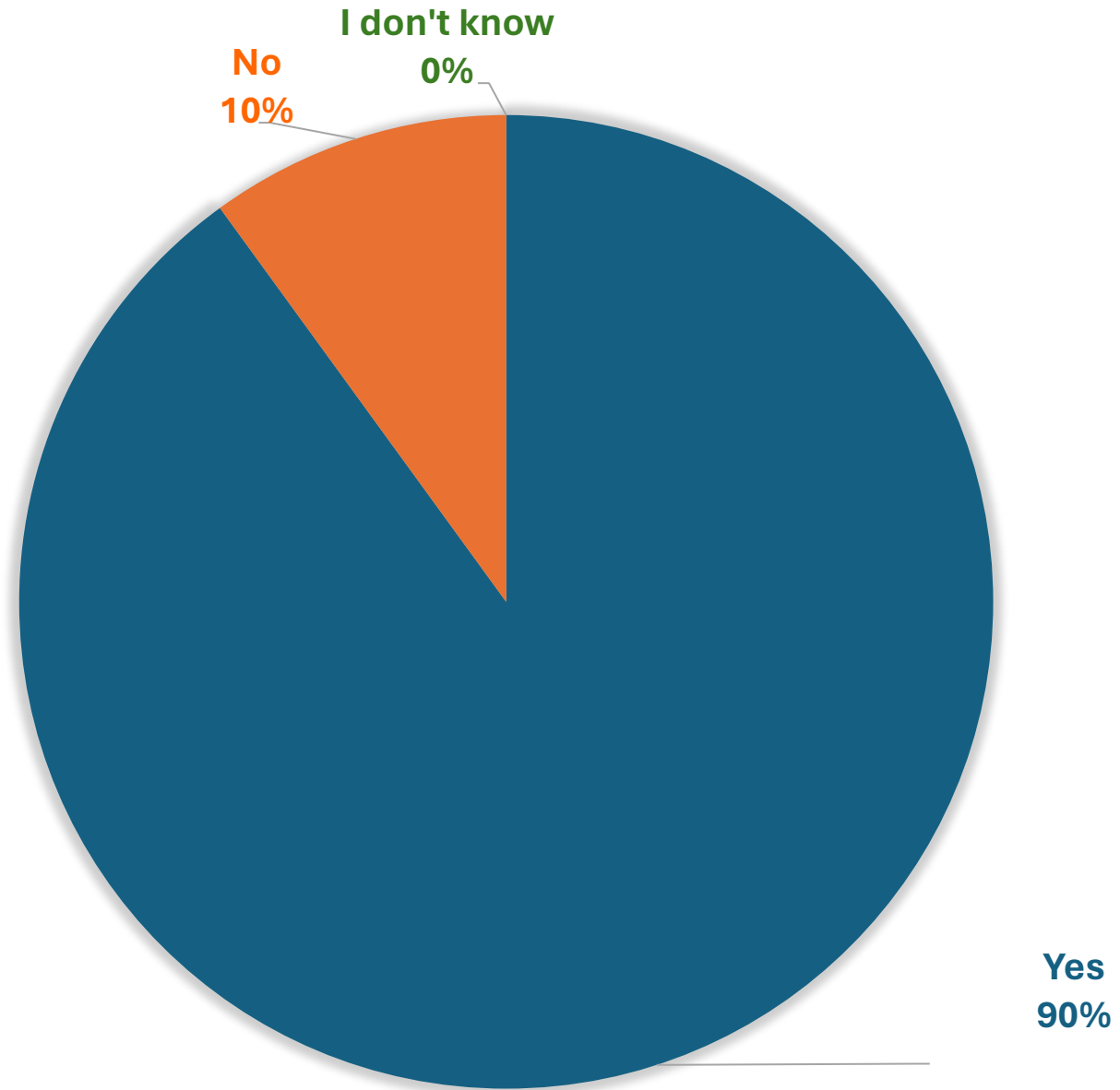
6. DO YOUR FRIENDS PLAY THE SAME GAMES AS YOU?



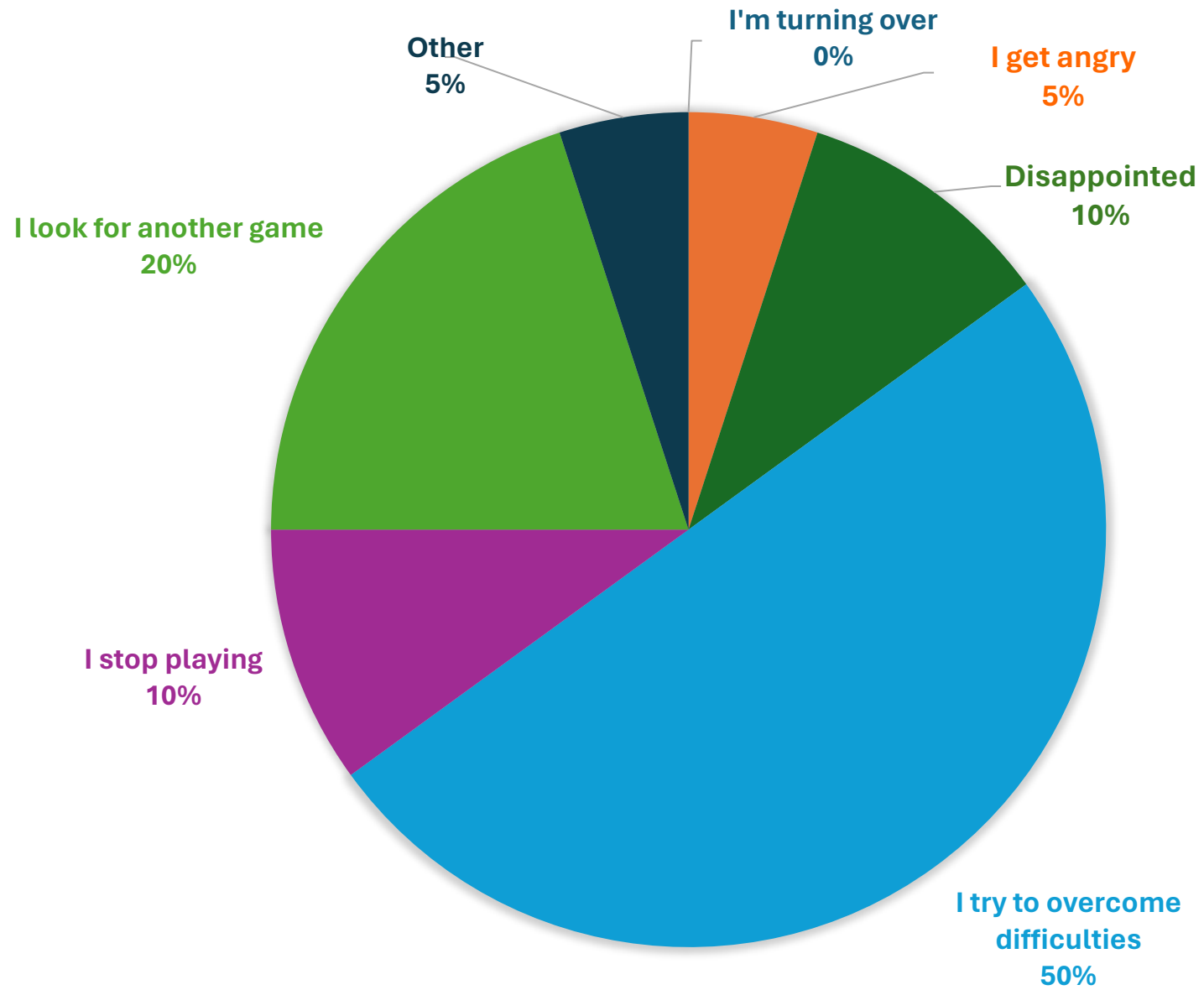
7. DO YOUR GAMES HAVE DIFFERENT HEROES TO CHOOSE FROM?



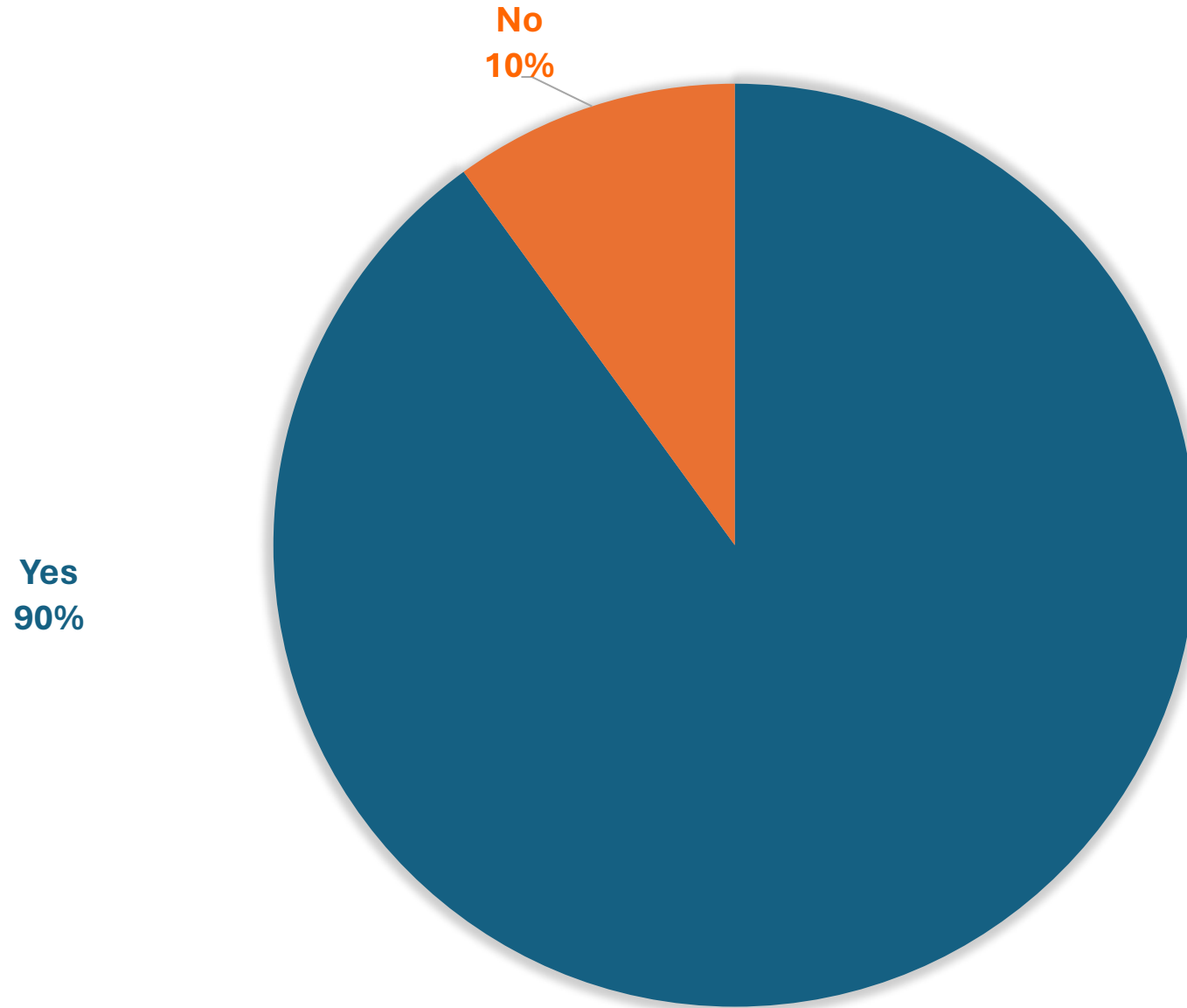
8. DO YOUR FAVORITE GAMES HAVE SOUND EFFECTS?



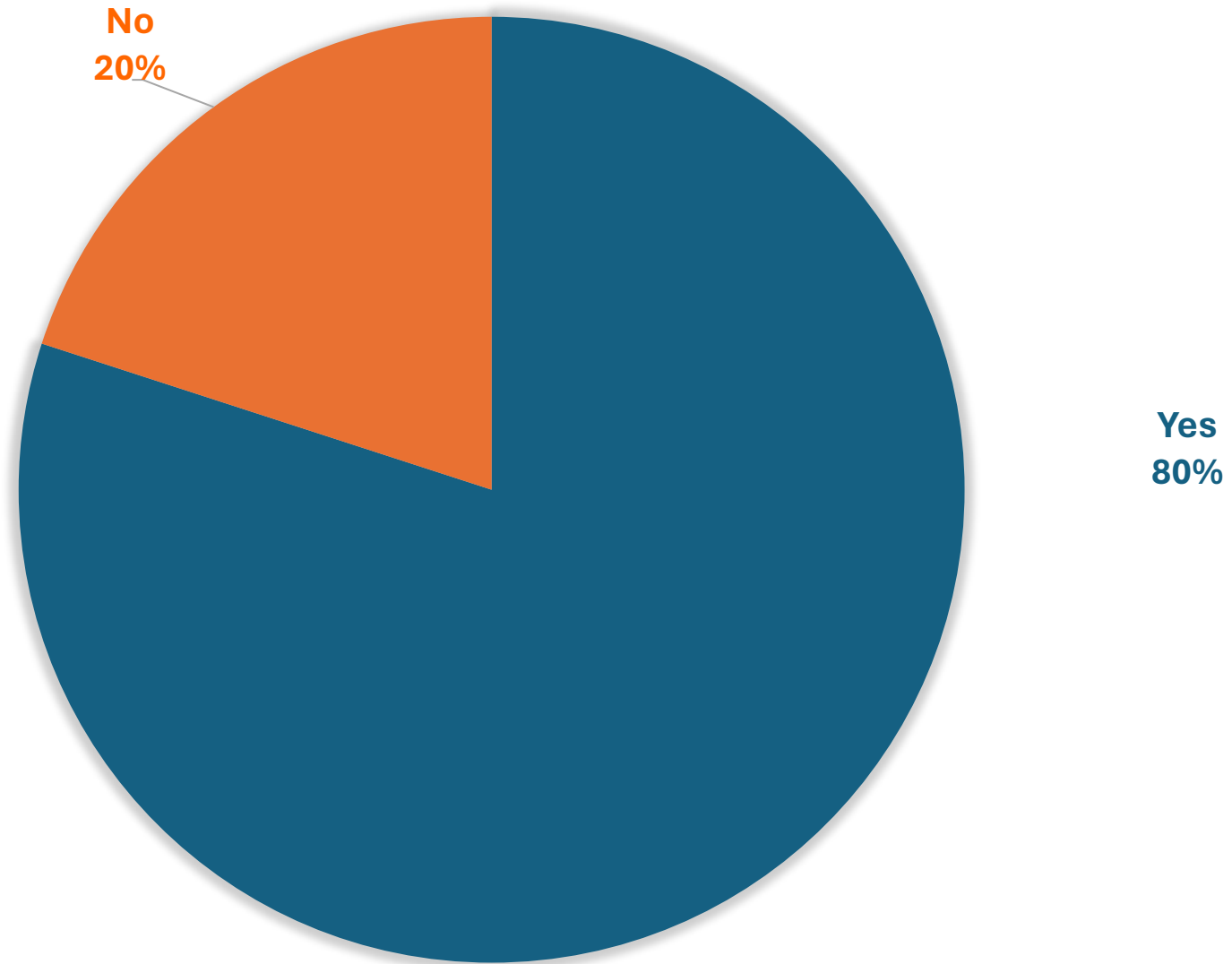
9. HOW DO YOU FEEL WHEN THE GAME IS TOO DIFFICULT FOR YOU?



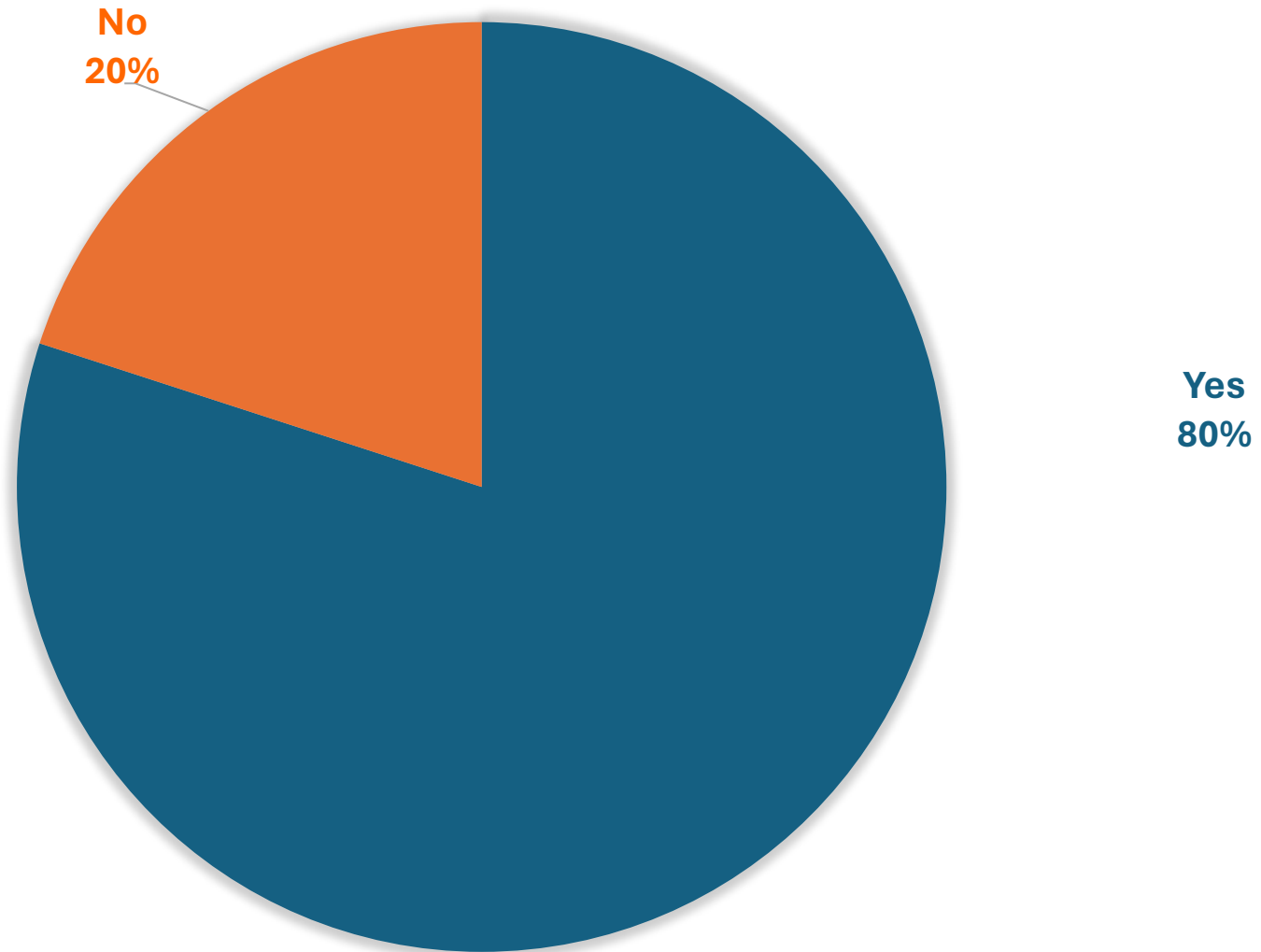
10. DO YOU PLAY GAMES WITH MULTIPLE PLAYERS?



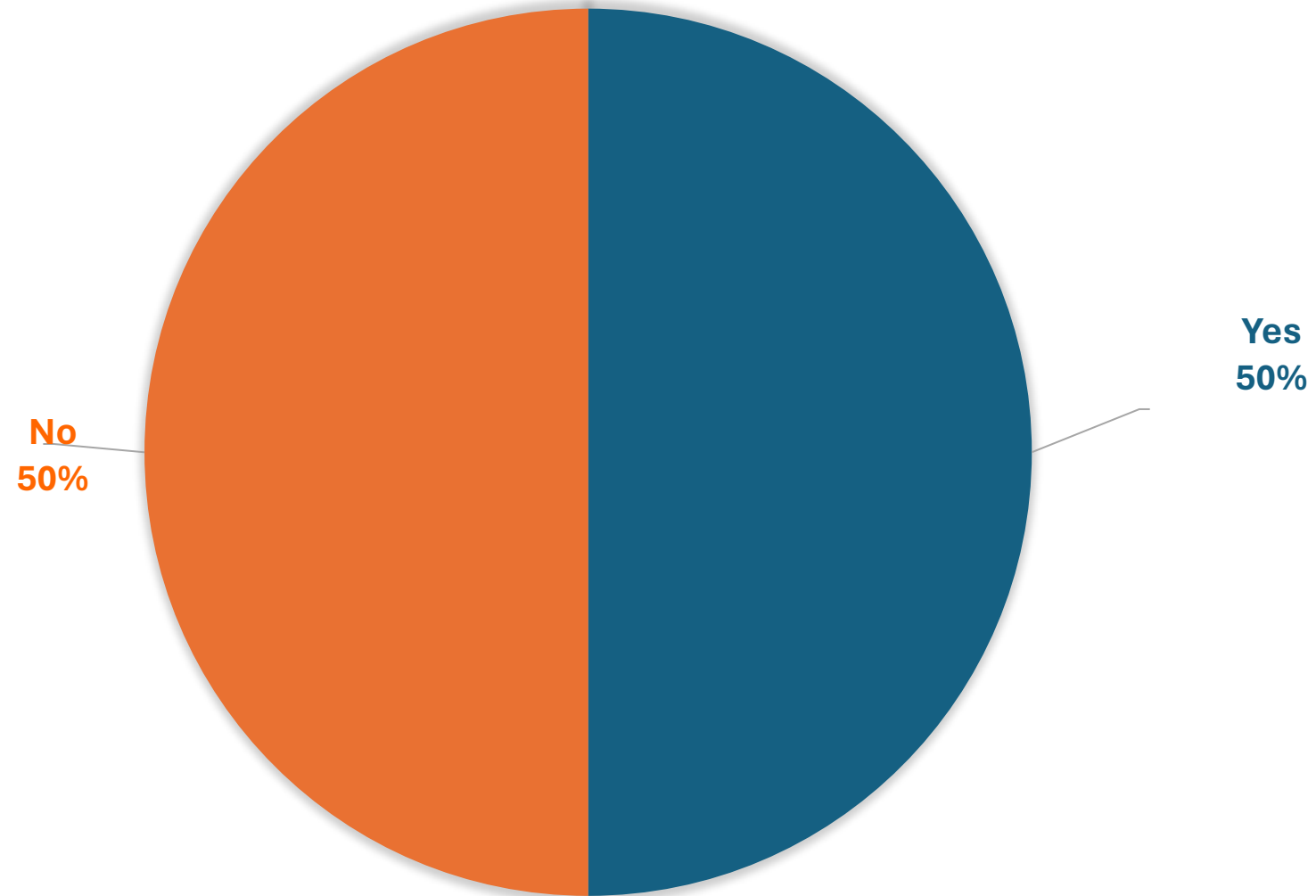
11. DO YOU PLAY THE SAME GAME SEVERAL TIMES?



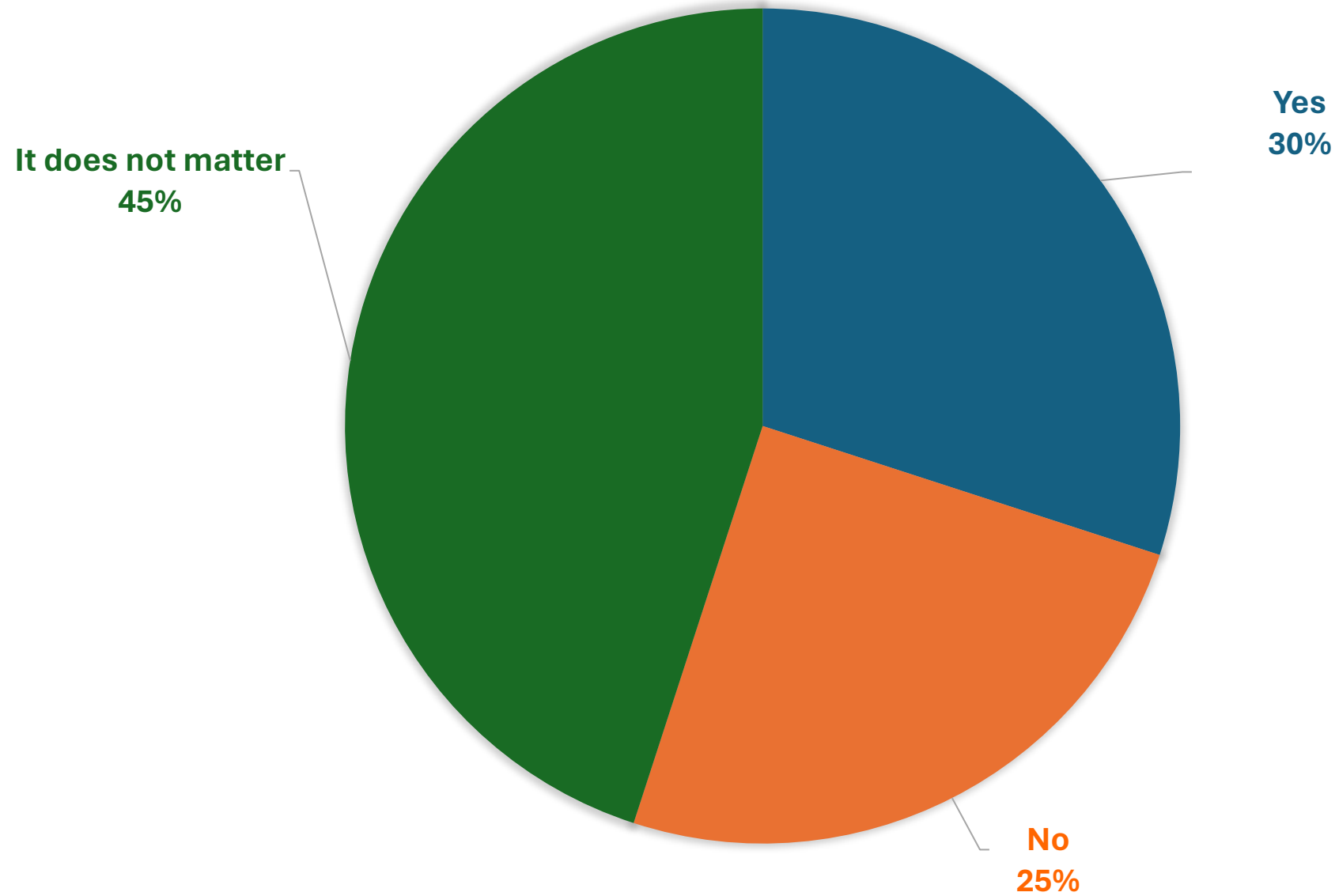
12. DO YOU PLAY GAMES RECOMMENDED BY YOUR FRIENDS?



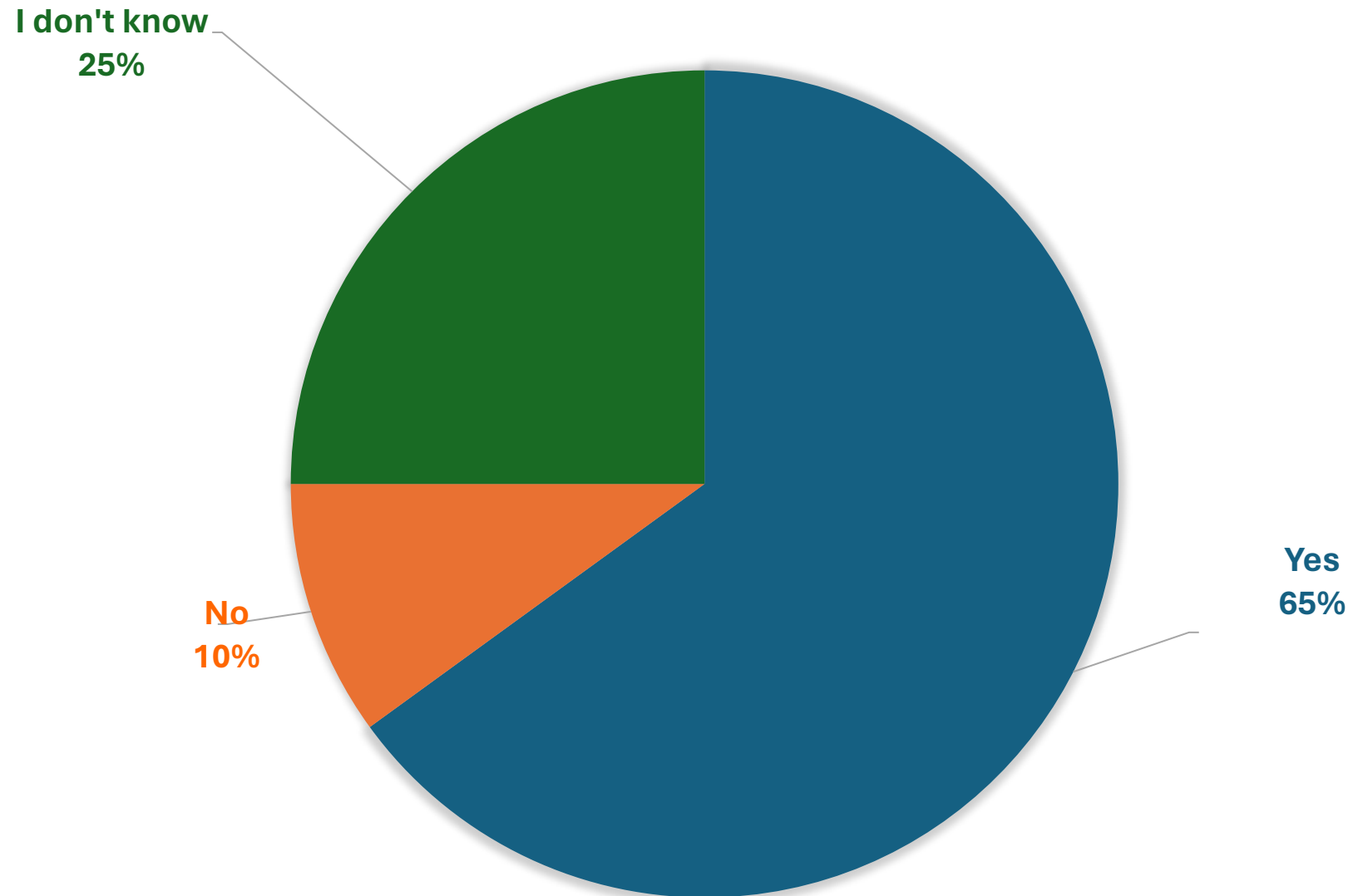
13. DO YOU PLAY GAMES RECOMMENDED BY YOUR PARENTS?



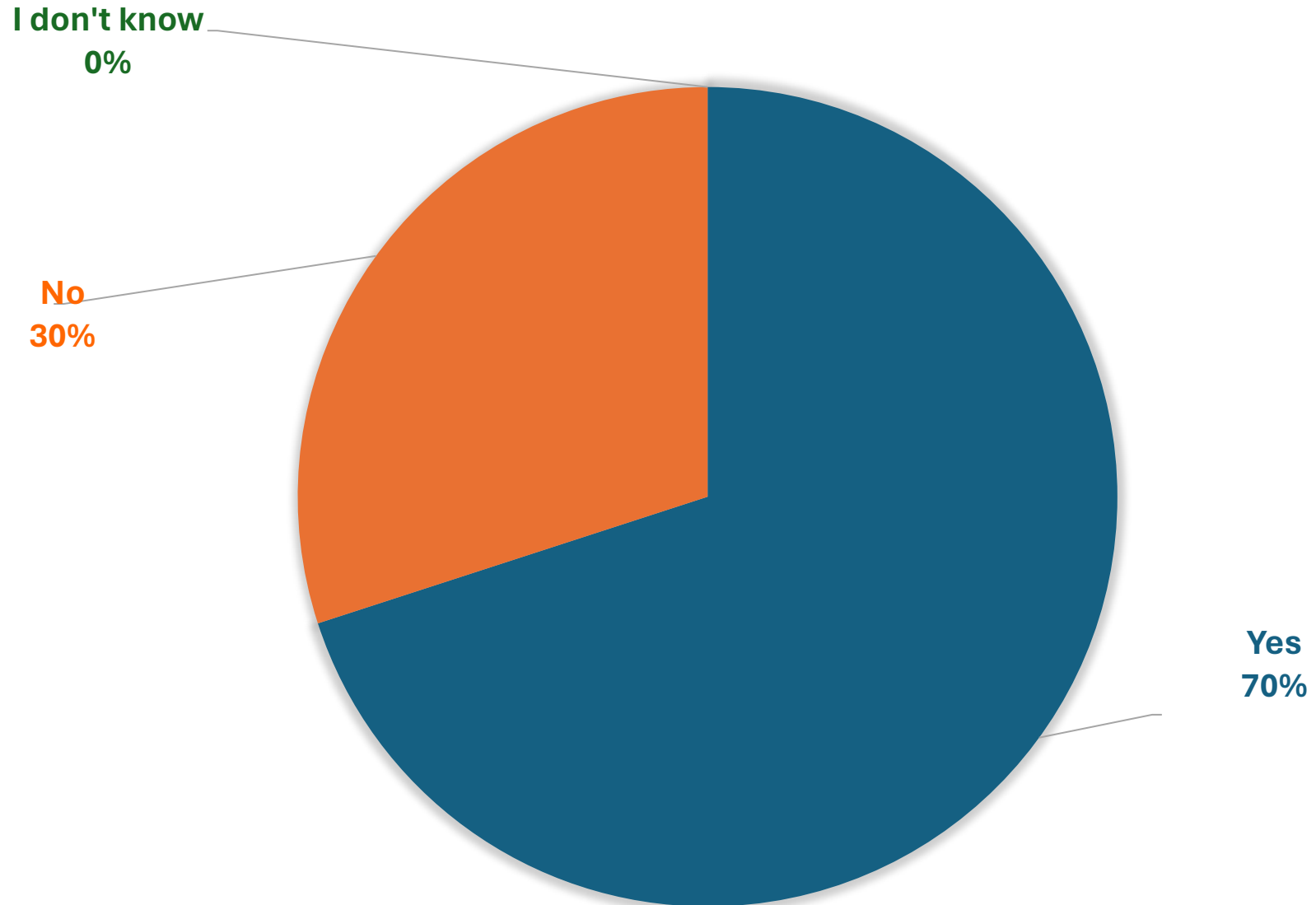
14. DO YOU LIKE TO COMPETE?



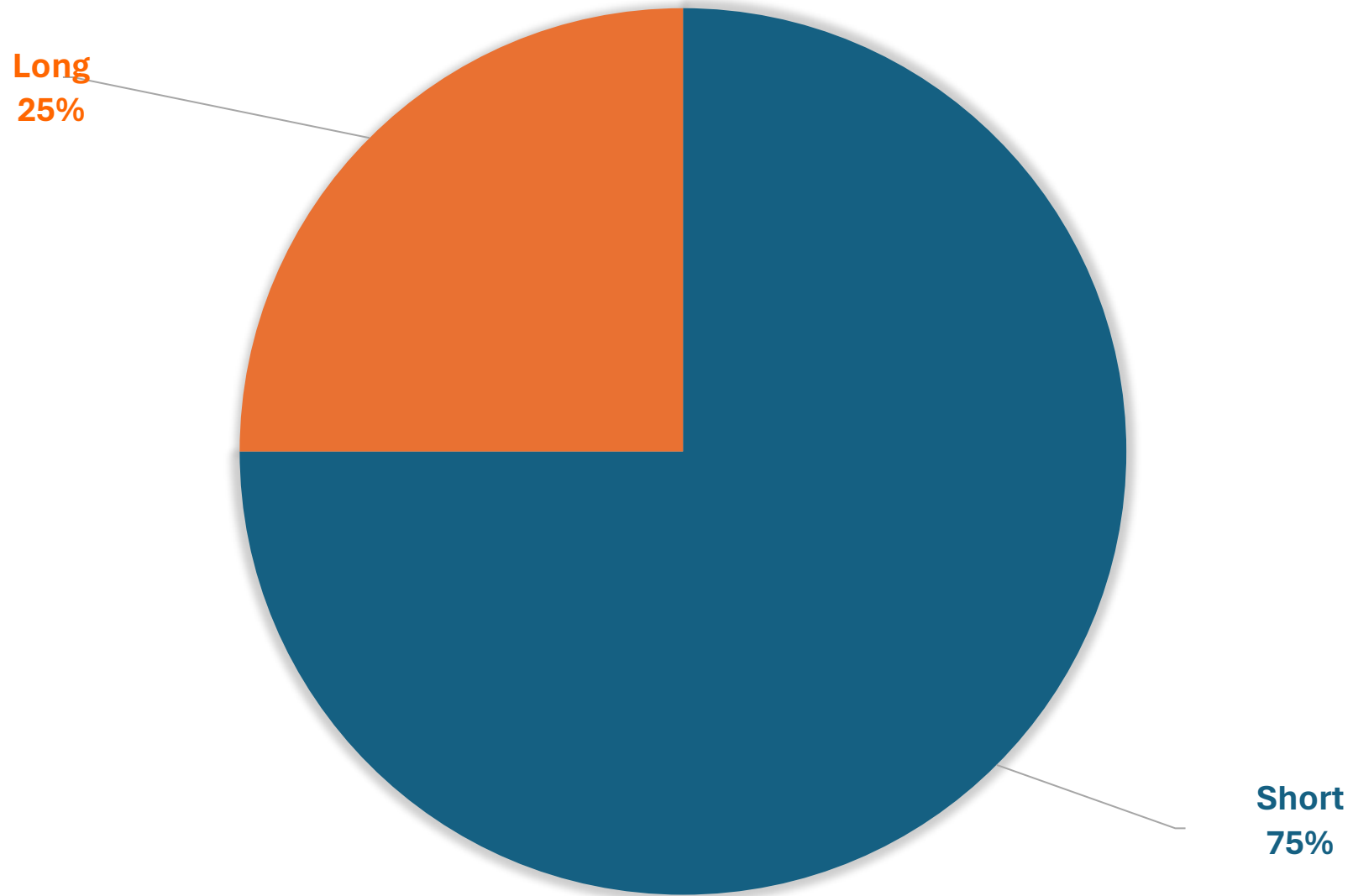
15. DOES YOUR SCHOOL KNOWLEDGE HELP YOU SOLVE GAMES?



16. DO YOU LIKE GAINING GAME POINTS AND ADDITIONAL PRIZES?

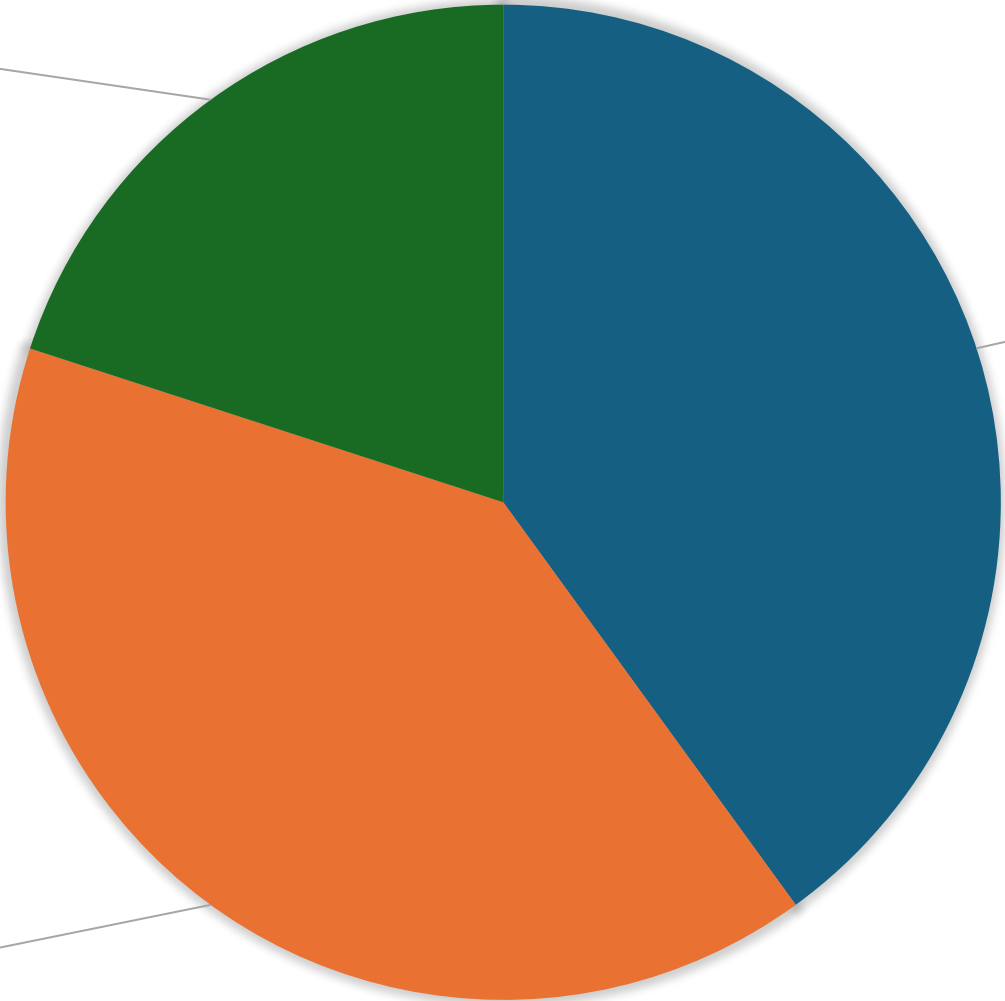


17. DO YOU LIKE SHORT OR LONG GAMES?



18. DO YOU LIKE TO COMPARE YOUR RESULTS WITH OTHERS?

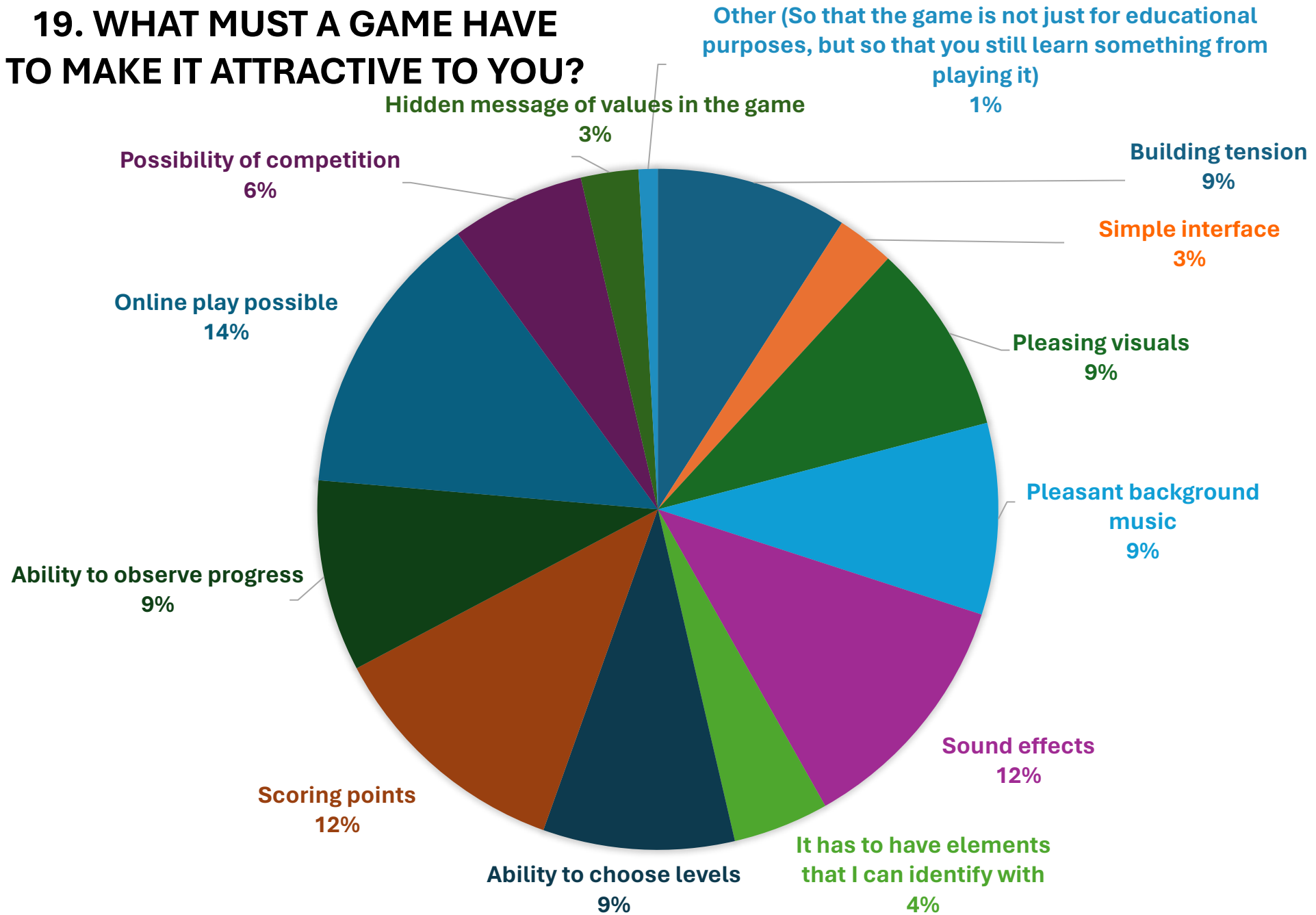
I don't know
20%



Short
40%

Long
40%

19. WHAT MUST A GAME HAVE TO MAKE IT ATTRACTIVE TO YOU?



20. DO YOU FEEL TIRED AFTER PLAYING GAMES?



**21. DO YOU LIKE PLAYING GAMES
RELATED TO THE LESSON TOPIC?**

