

# Results of the survey „The Fun Factor: Gamification for Inclusive Education“

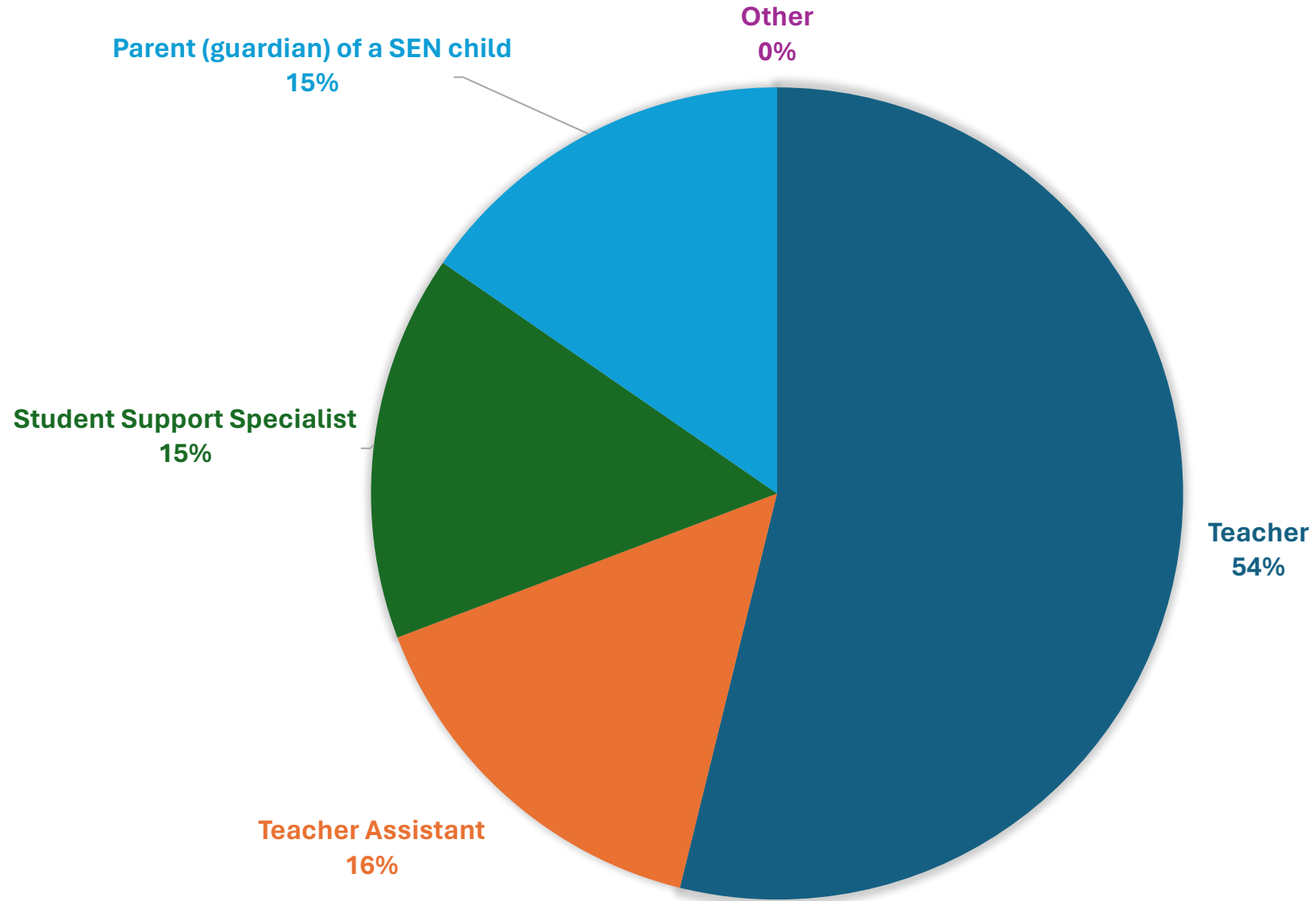


Funded by the  
European Union

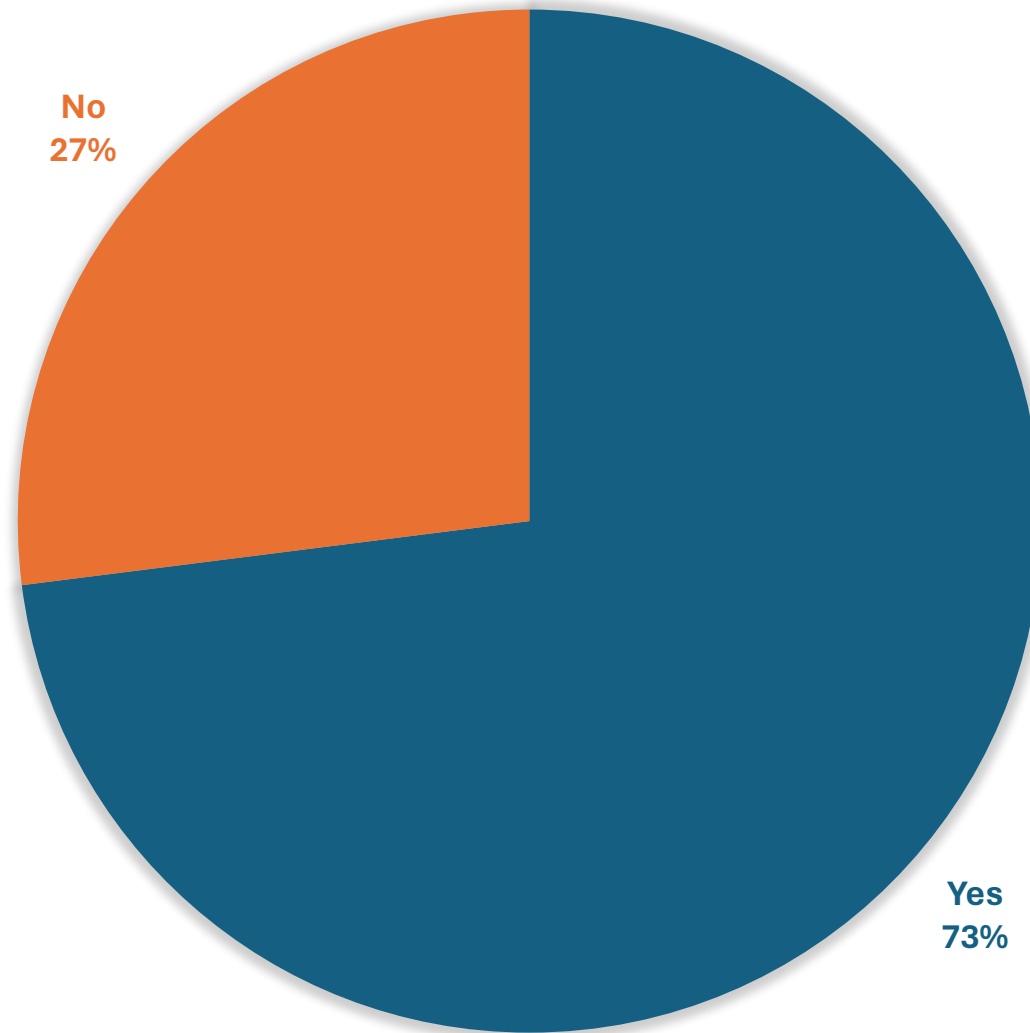


Klaipėdos Litorinos  
mokykla

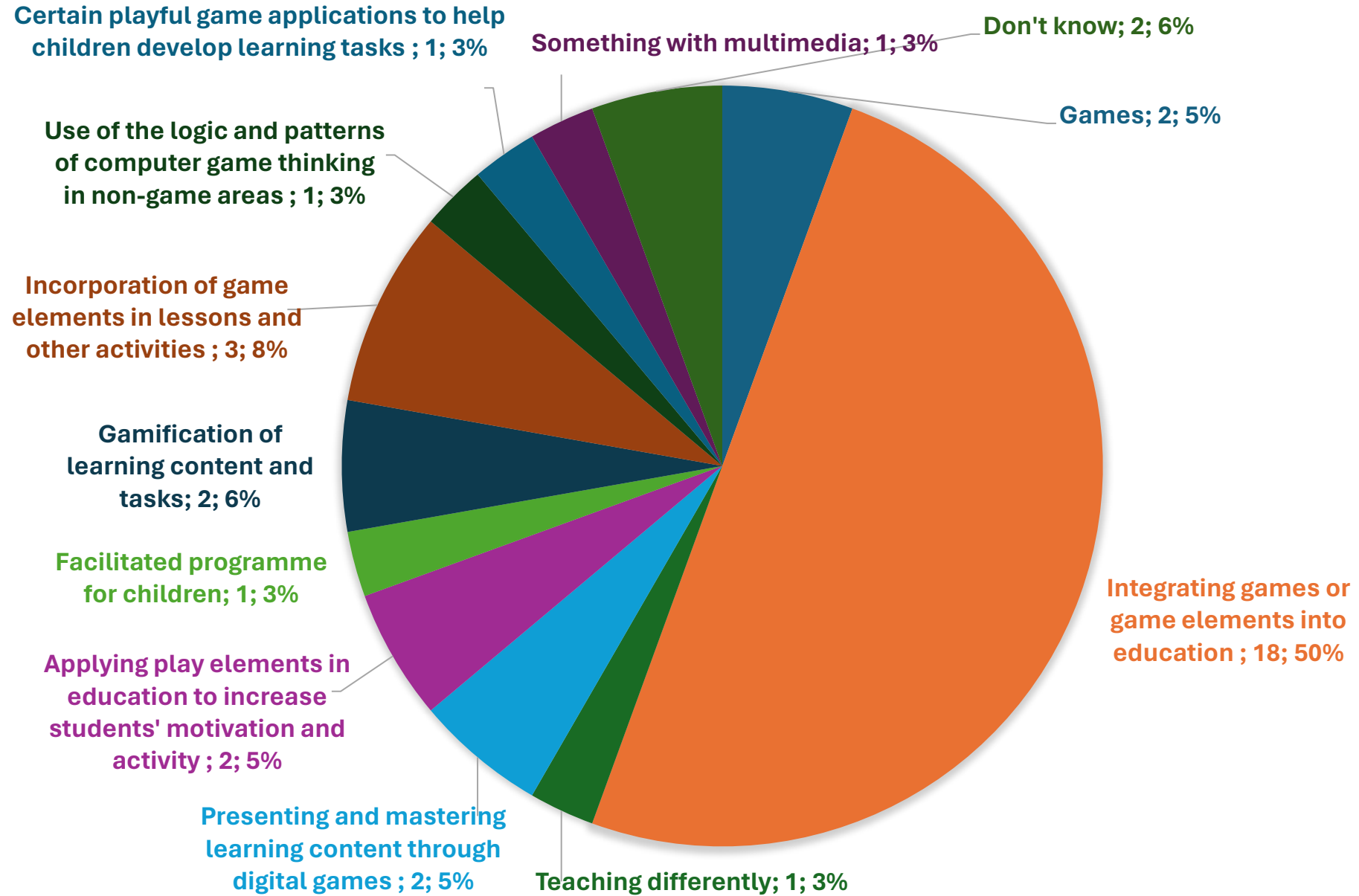
# 1. SURVEY RESPONDENTS



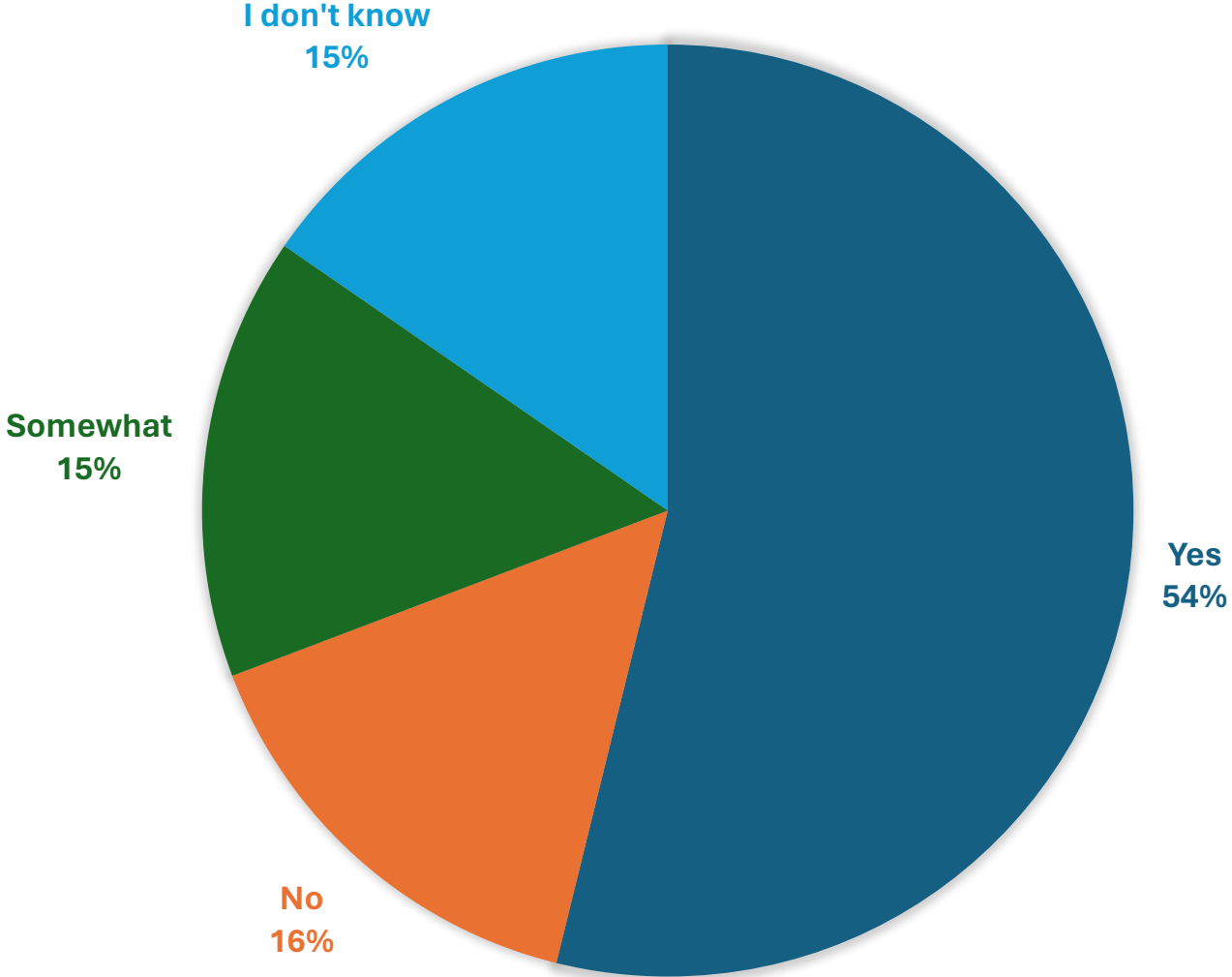
## 2. DO YOU KNOW WHAT GAMIFICATION IS?



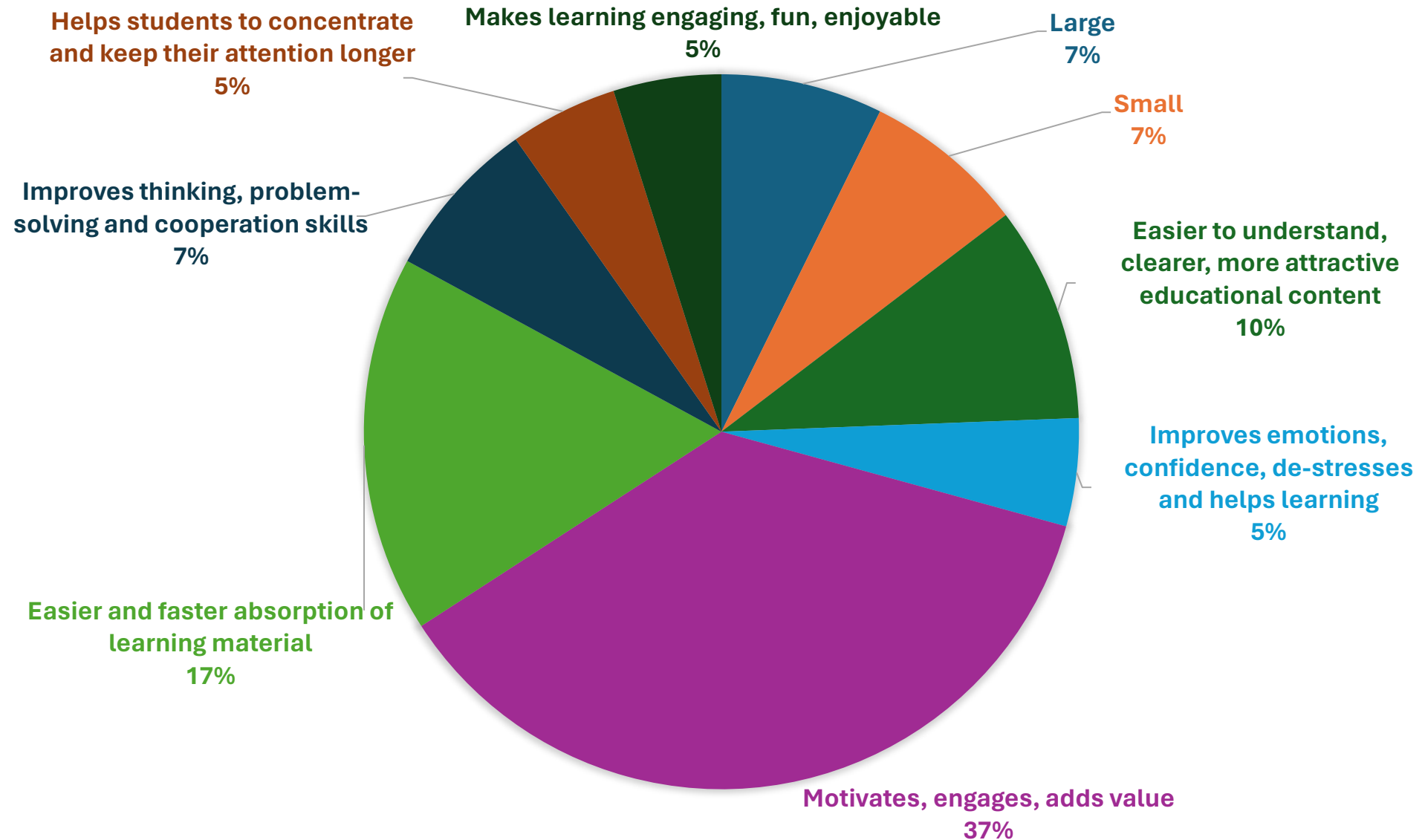
### 3. WHAT DO YOU THINK IT IS?



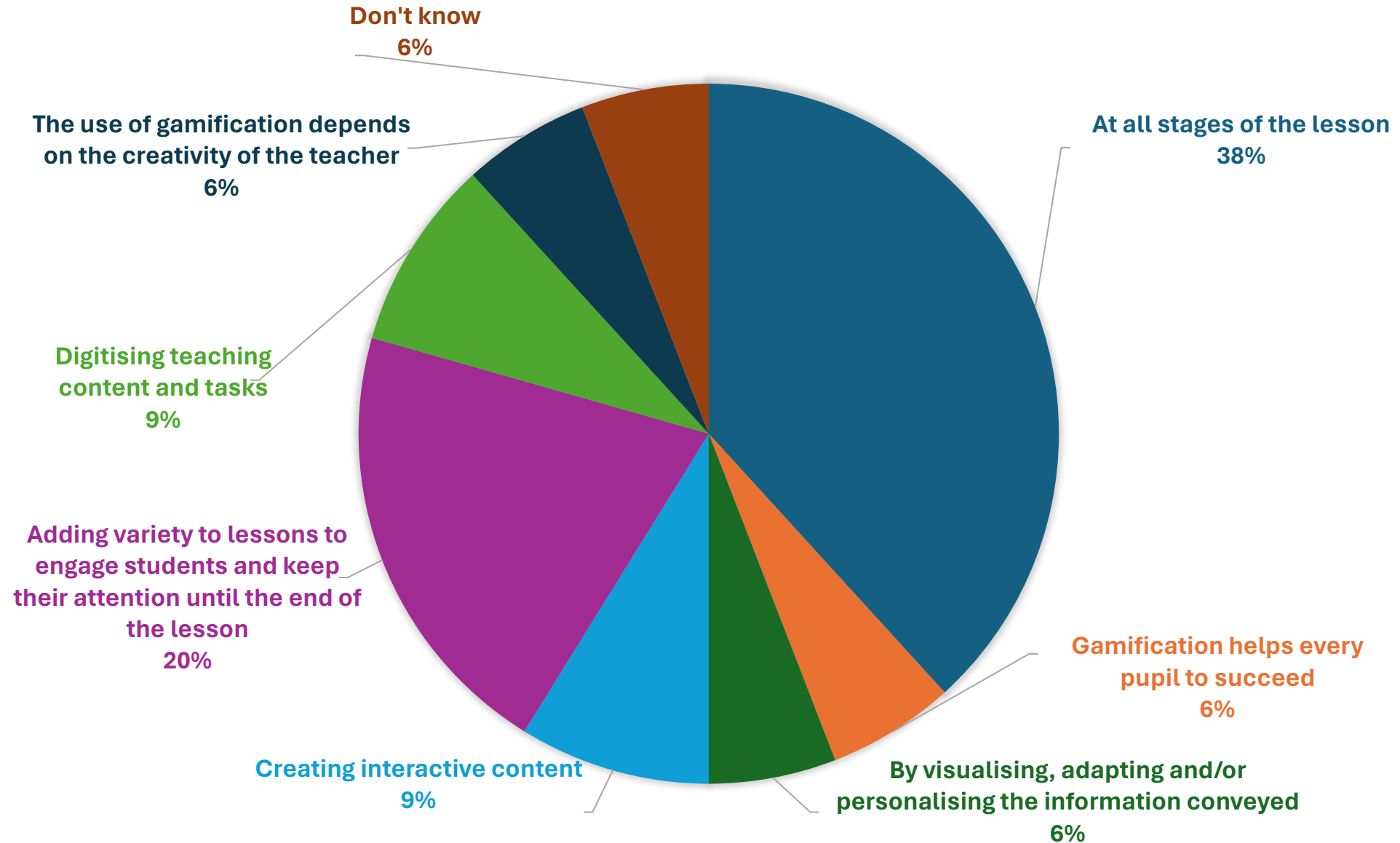
**4. DO YOU THINK THAT GAMIFICATION ARE EFFECTIVE FOR TEACHING STUDENTS WITH SEN?**



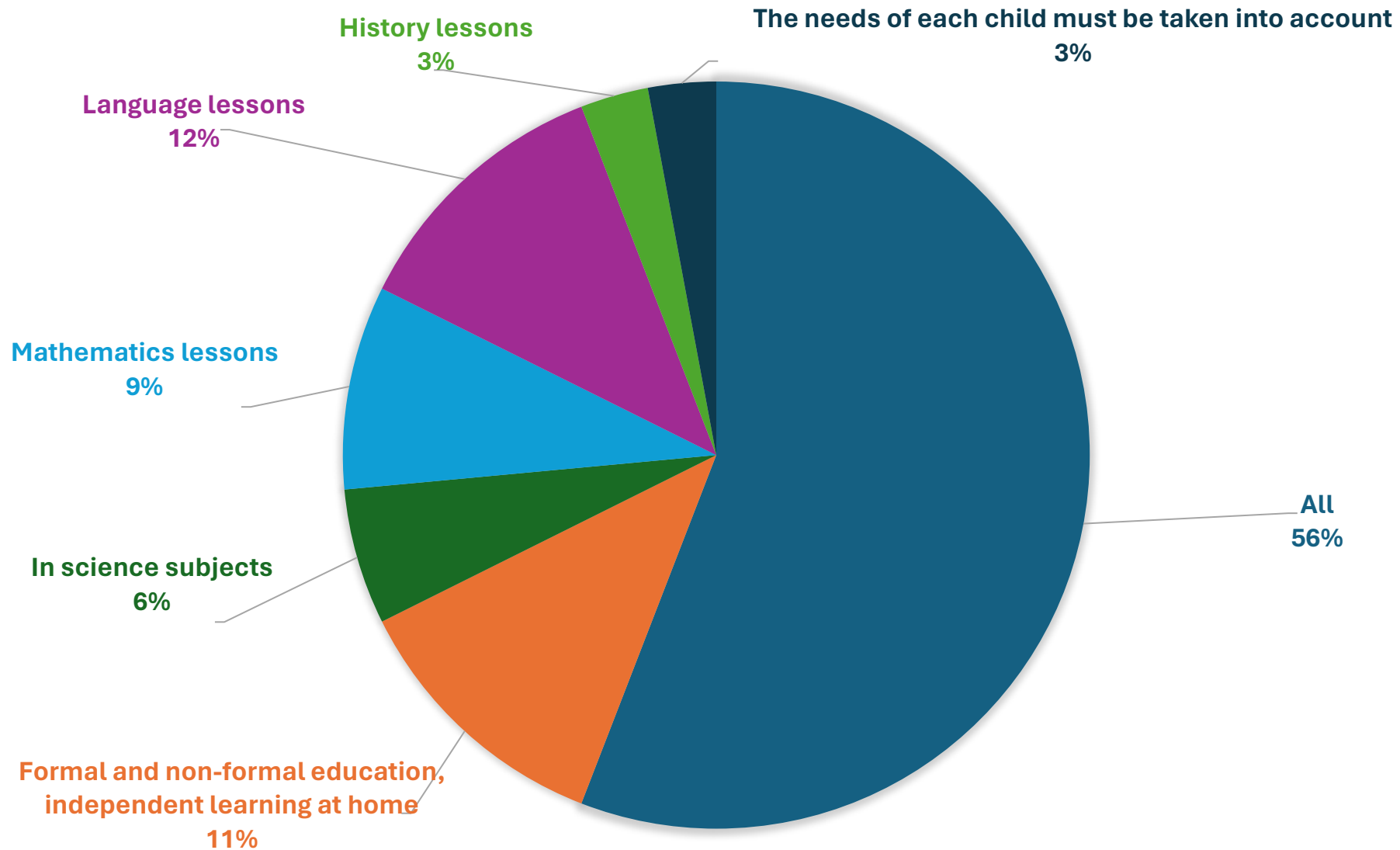
## 5. HOW DOES GAMIFICATION AFFECT THE DEVELOPMENT OF SEN STUDENTS?



## 6. HOW CAN GAMIFICATION BE USED IN LEARNING FOR STUDENTS WITH SEN?



## 7. IN WHICH AREAS OF SEN EDUCATION SHOULD ELEMENTS OF GAMIFICATION BE USED?





## 8. HOW MUCH GAMIFIED CONTENT SHOULD BE INCLUDED IN A 45-MINUTE LESSON / ACTIVITY?

The duration of the gamification depends on the aim of the lesson, the objectives to be achieved

6%

Time is not of the essence, it is more important not to play around to the detriment of education

3%

Depends on age, ability, nature of impairment

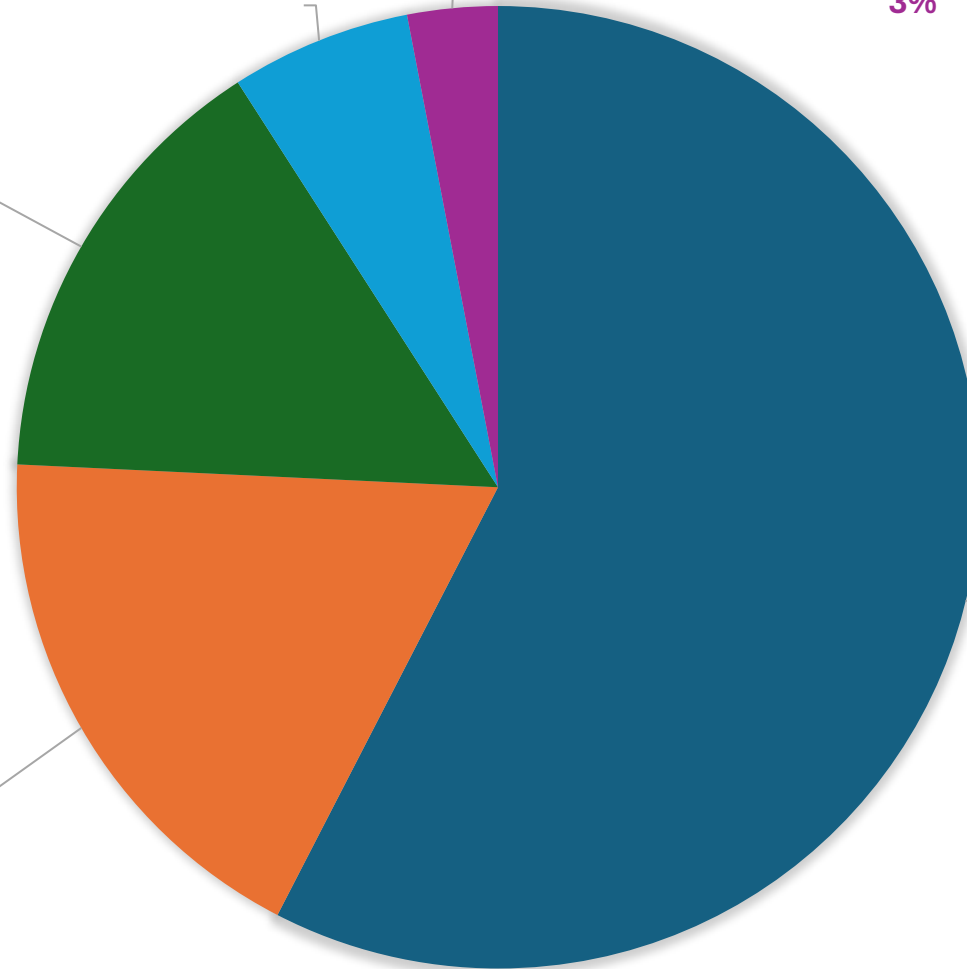
15%

Up to 30 minutes

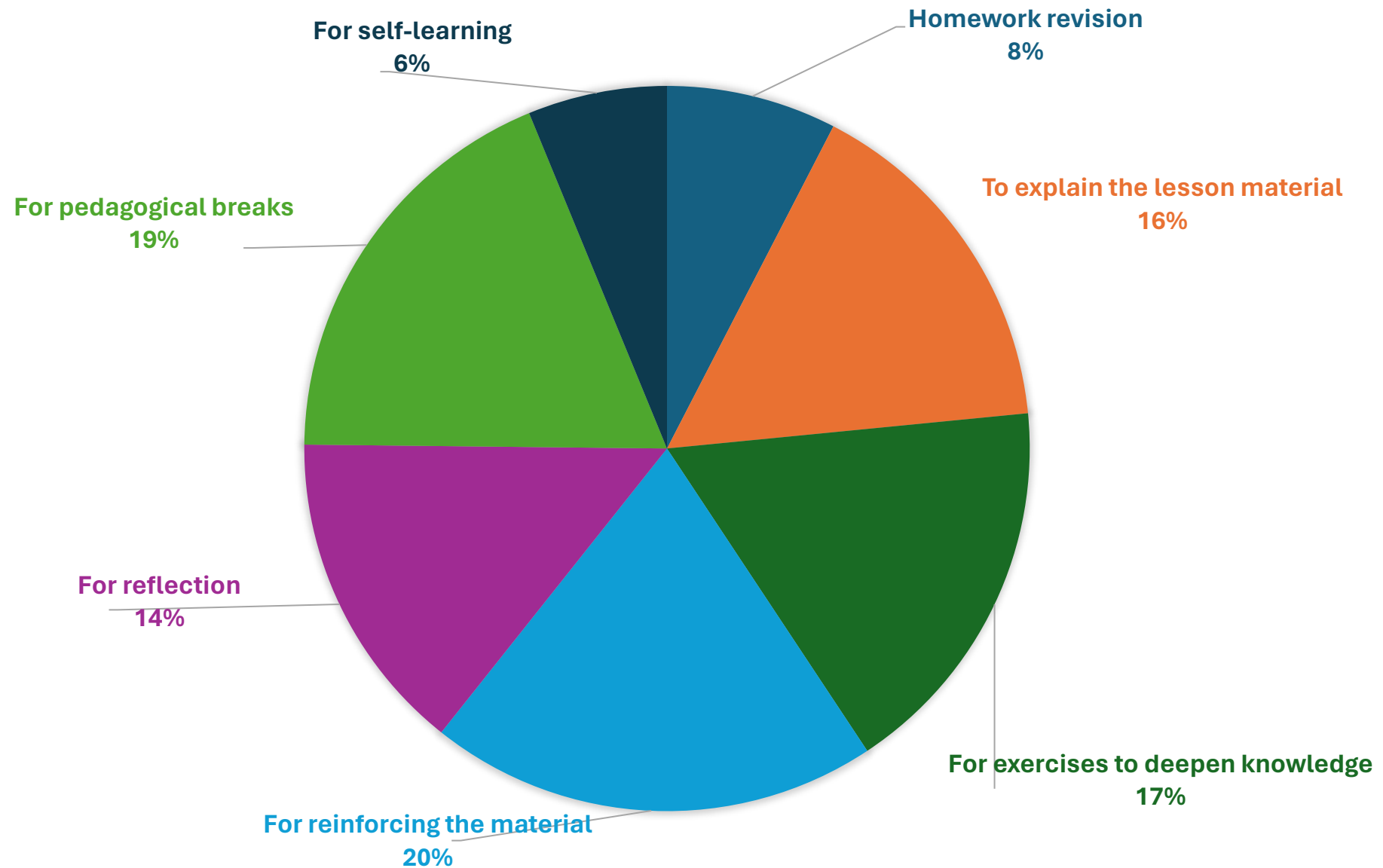
18%

Up to 20 minutes

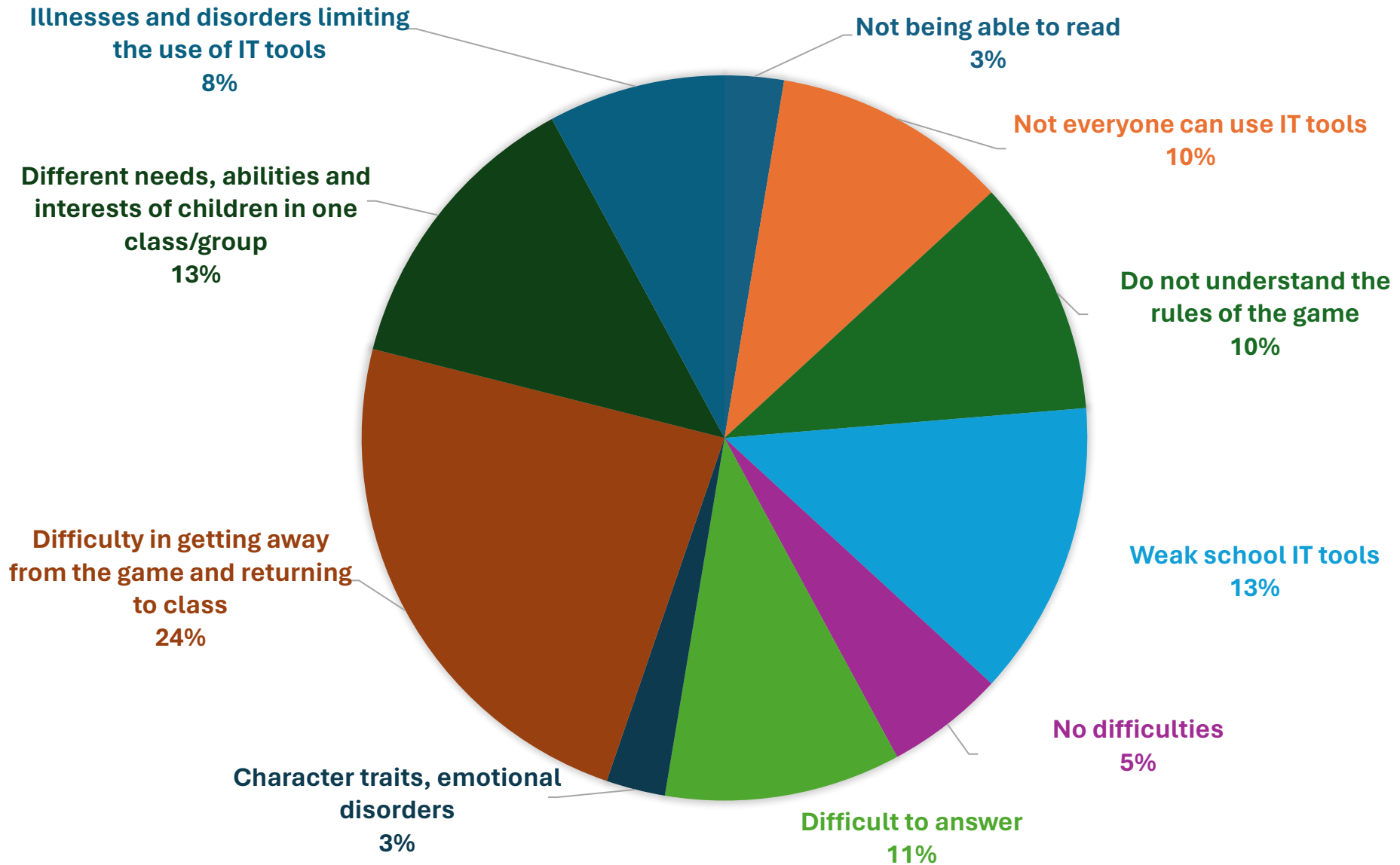
58%



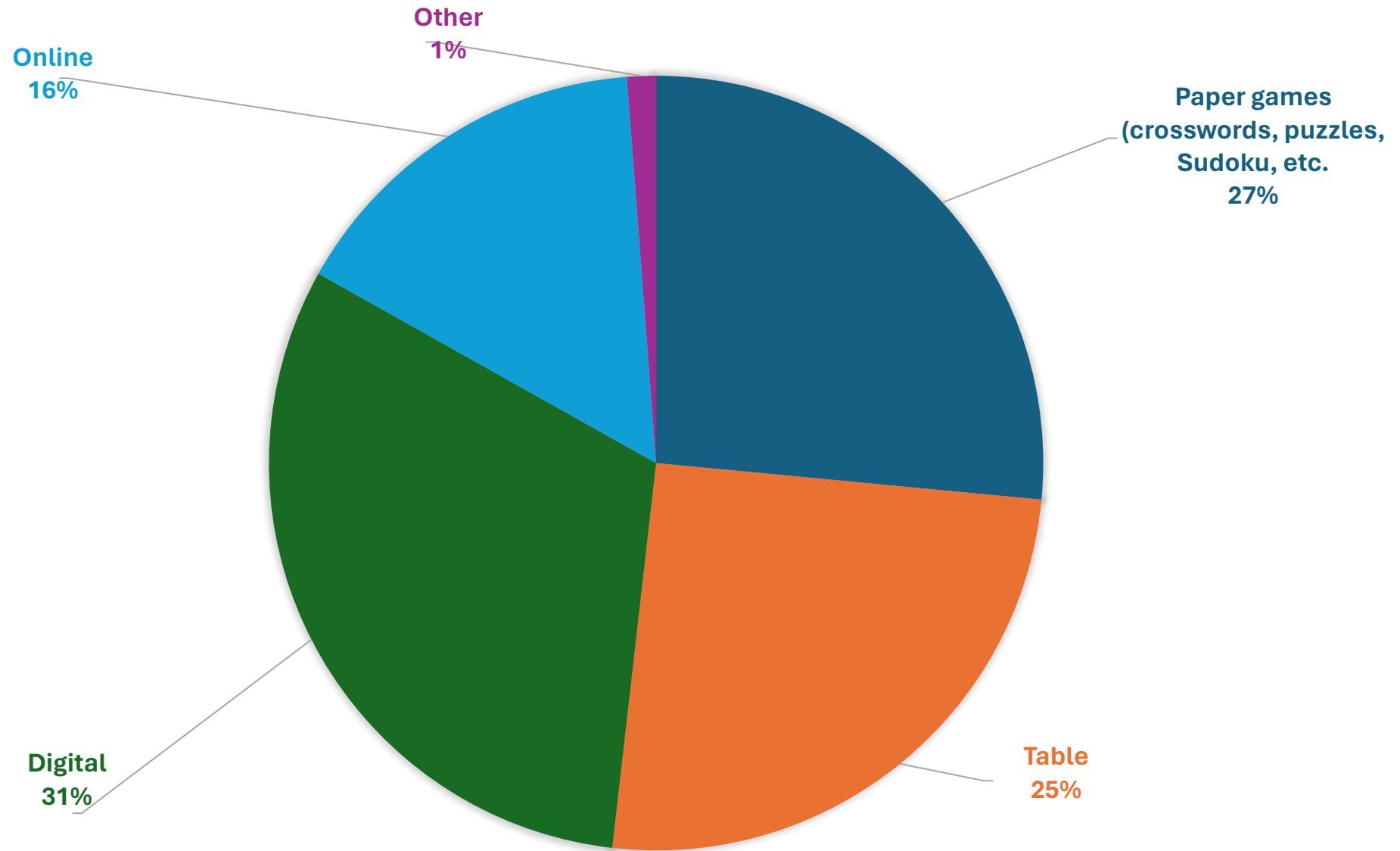
## 9. WHAT ARE THE MOST APPROPRIATE MOMENTS IN A LESSON FOR GAMIFICATION?



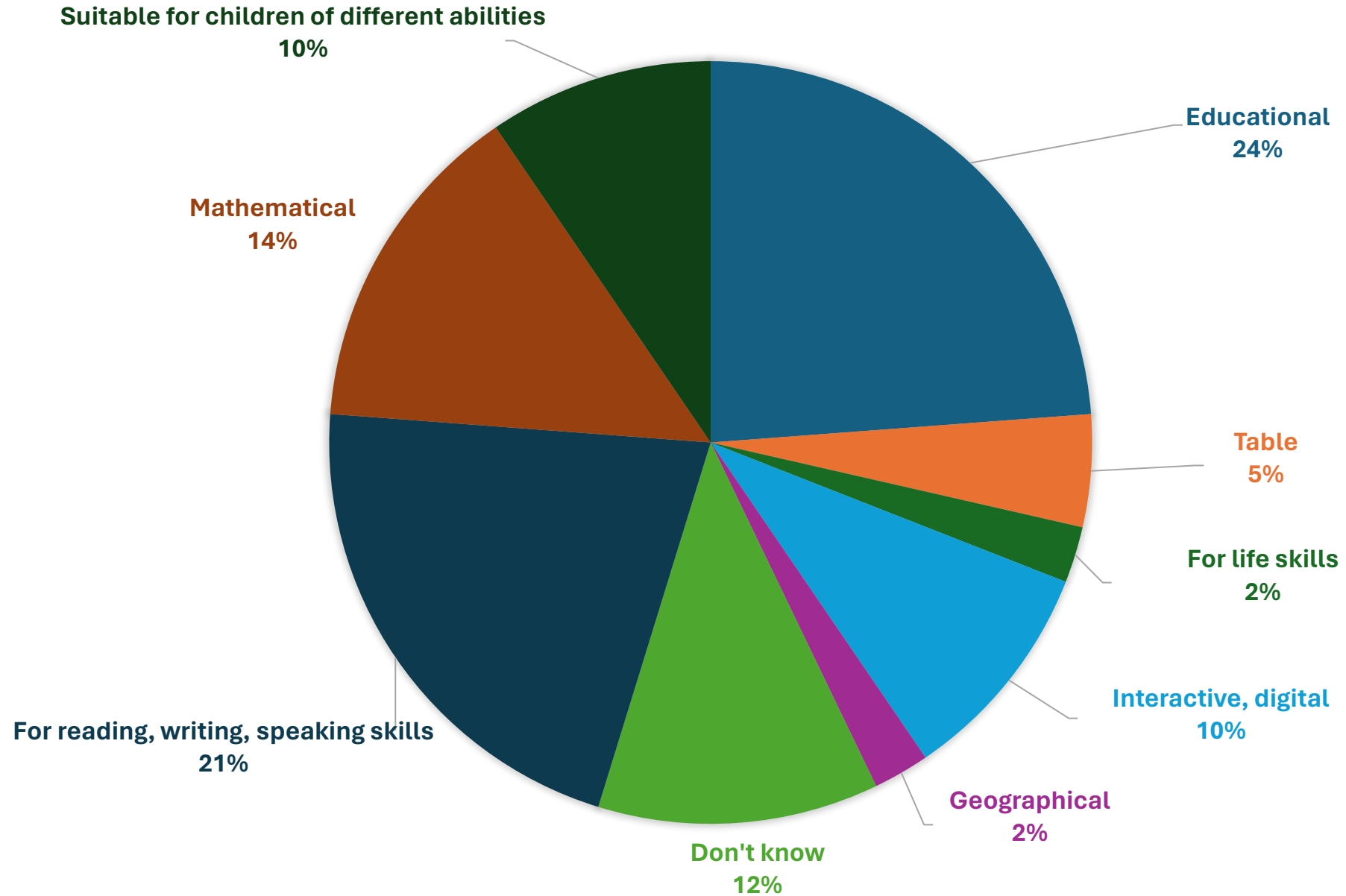
## 10. IDENTIFY AT LEAST A COUPLE OF DIFFICULTIES IN USING GAMIFICATION IN SPECIAL EDUCATION.



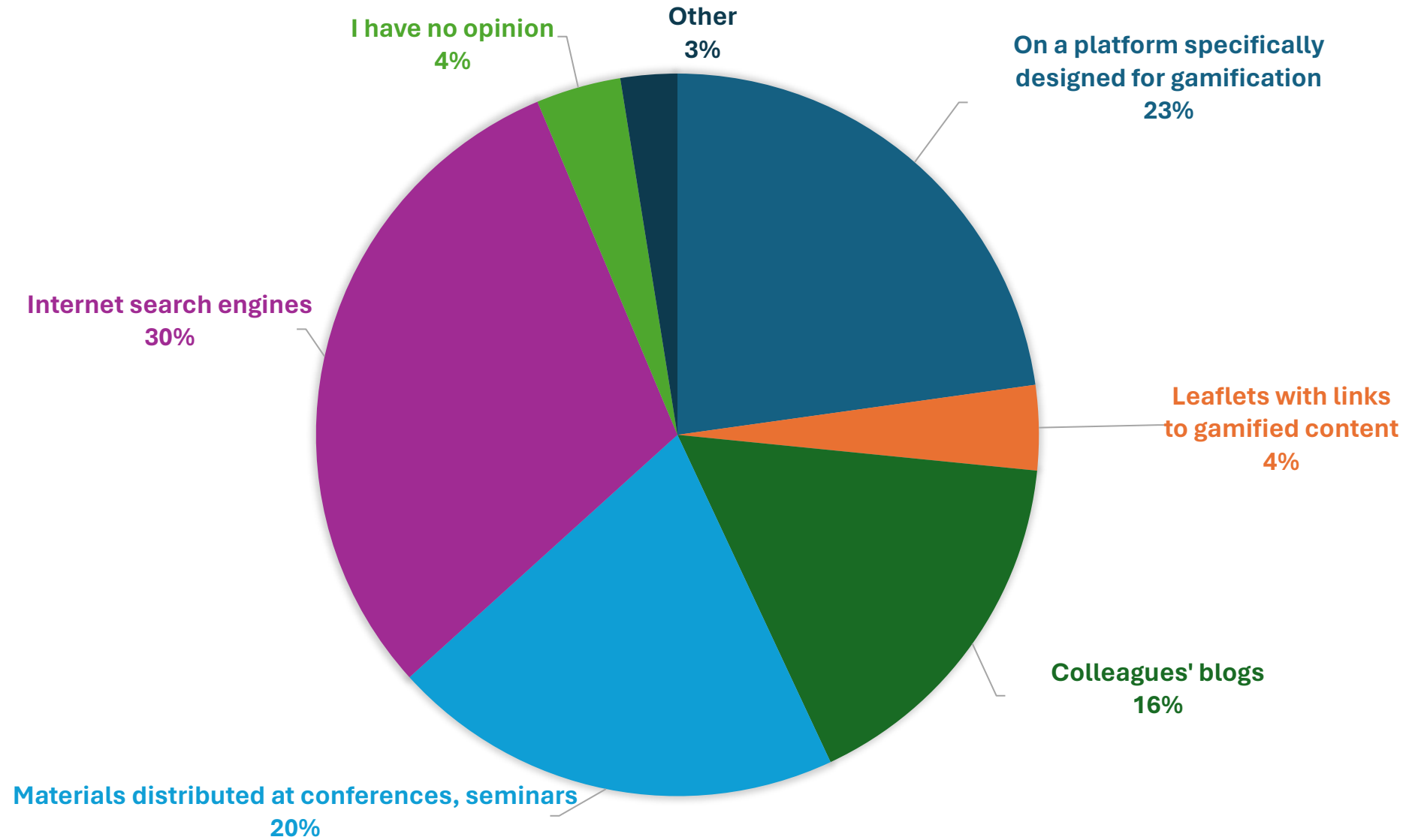
# 11. WHICH EDUCATIONAL GAMES DO YOU PREFER?



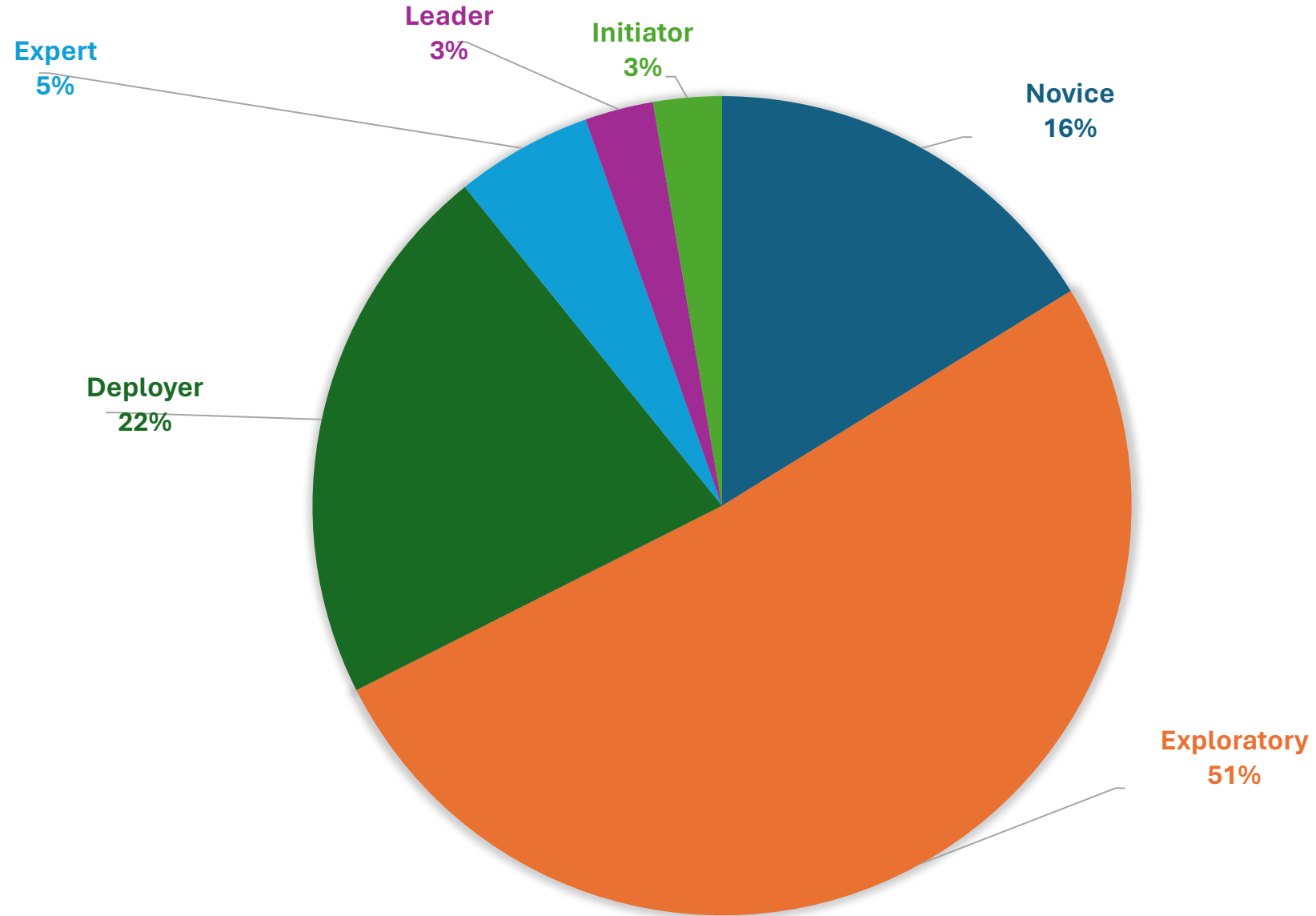
## 12. WHAT TYPE OF DIGITAL GAMES WOULD YOU PREFER?



### 13. WHERE IS THE MOST CONVENIENT PLACE TO FIND GAMIFICATION MATERIALS?



## 14. WHAT ARE YOU DIGITAL COMPETENCES?



# 15. HOW LIKELY IS IT THAT YOU WILL USE THE MATERIAL PRODUCED BY THE PROJECT?

