



TRANSFORMING LEARNING JOURNEYS GAMIFICATION IN 3D INTERACTIVE SPACES

Unlocking Knowledge Appropriation: Gamify Learning Journeys to Enhance Student Engagement and Assessment

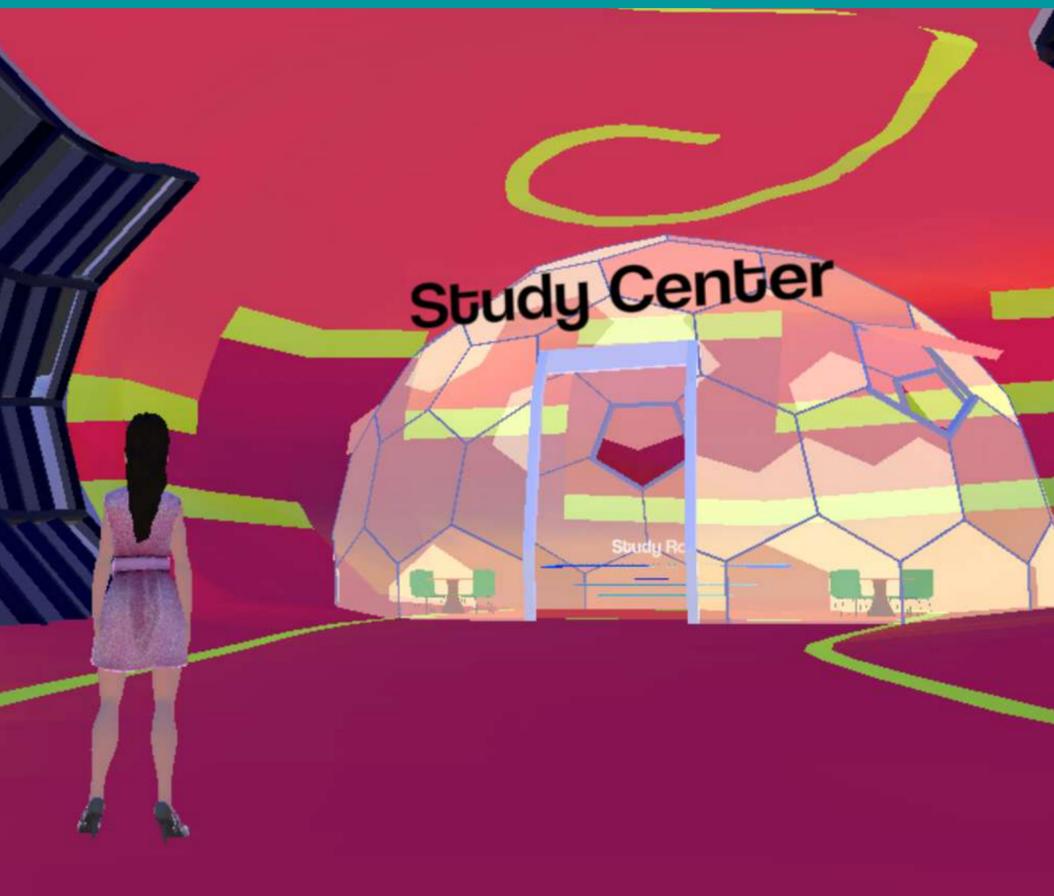


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TRANSFORMING LEARNING JOURNEYS: GAMIFICATION IN 3D INTERACTIVE SPACES

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I. EXECUTIVE SUMMARY

Children are embracing new technologies from a very young age, and the success of video gaming among the new generation highlights the significance of integrating gaming and education. This integration offers a promising avenue to enhance the learning experience, making education more engaging, interactive, and effective. When implemented thoughtfully, educational games can serve as valuable tools in modern teaching and learning environments.

Introducing a new technology into the classroom is undeniably a formidable task, and despite widespread interest, its large-scale adoption in schools often falls short for various reasons. Therefore, it has become increasingly crucial to equip teachers with user-friendly tools that seamlessly integrate technological, pedagogical, and subject knowledge. This approach is vital to bridge the gap between the expectations of pupils and students and the effective support and assessment necessary for knowledge acquisition.

Providing educators with user-friendly tools to effortlessly create 3D interactive environments, thereby gamifying their curriculum, represents a disruption from the constraints of traditional teaching methods commonly found in conventional classrooms. Such a shift addresses concerns that students may be missing out on more captivating, efficient, and productive learning approaches.

This whitepaper explores the prospects and obstacles of integrating gamified 3D interactive learning environments to enhance and assess knowledge acquisition more effectively.



II-GAMIFY A LEARNING JOURNEY

II-1 The Opportunity

The convergence of gaming and education, often referred to as "educational gaming" or "game-based learning," introduces an innovative approach to teaching and learning. It harnesses the captivating elements and engagement techniques of video games to enrich the educational experience.

In particular, 3D games stand out as a daily favorite among children and students. Their appeal lies in their capacity to provide immersive, realistic, and visually captivating experiences. Through 3D graphics and avatars, players can seamlessly step into a game world that faithfully simulates three-dimensional spaces and objects, thereby enhancing the depth, spatial awareness, and freedom of movement. This, in turn, enables dynamic exploration and interaction enabling customized learning experiences, with the added potential for virtual reality (VR) engagement.

Empowering educators with the capability to effortlessly create and personalize 3D interactive environments in real-time for gamified learning presents a unique opportunity. This not only aids teachers in better supporting, evaluating students' knowledge acquisition and promoting social learning but also offers a remarkable chance for students to apply the skills and motivation acquired through video gaming in their educational journey. In addition, it also facilitates the collection of data on student interactions and performance, offering valuable insights to educators for enhancing and personalizing the educational process.

II-2 The Challenges

The incorporation of gamification into learning holds significant promise however, it also introduces a set of challenges:

- **Teacher Training&Support:** Crafting effective gamified content may necessitate a grasp of game design and development.
- **Resource Allocation:** Gamification often demands investment in technology, software, and other resources. Schools and educational institutions must earmark budgets and dedicate time to facilitate gamified learning.
- **Accessibility and Inclusivity:** Guaranteeing that gamified content is accessible to all students, including those with disabilities, is a crucial aspect. Ensuring inclusivity may be challenging.
- **Technical Issues:** Technical hiccups, such as software glitches and connectivity problems, can disrupt the learning experience, presenting challenges for both students and teachers.

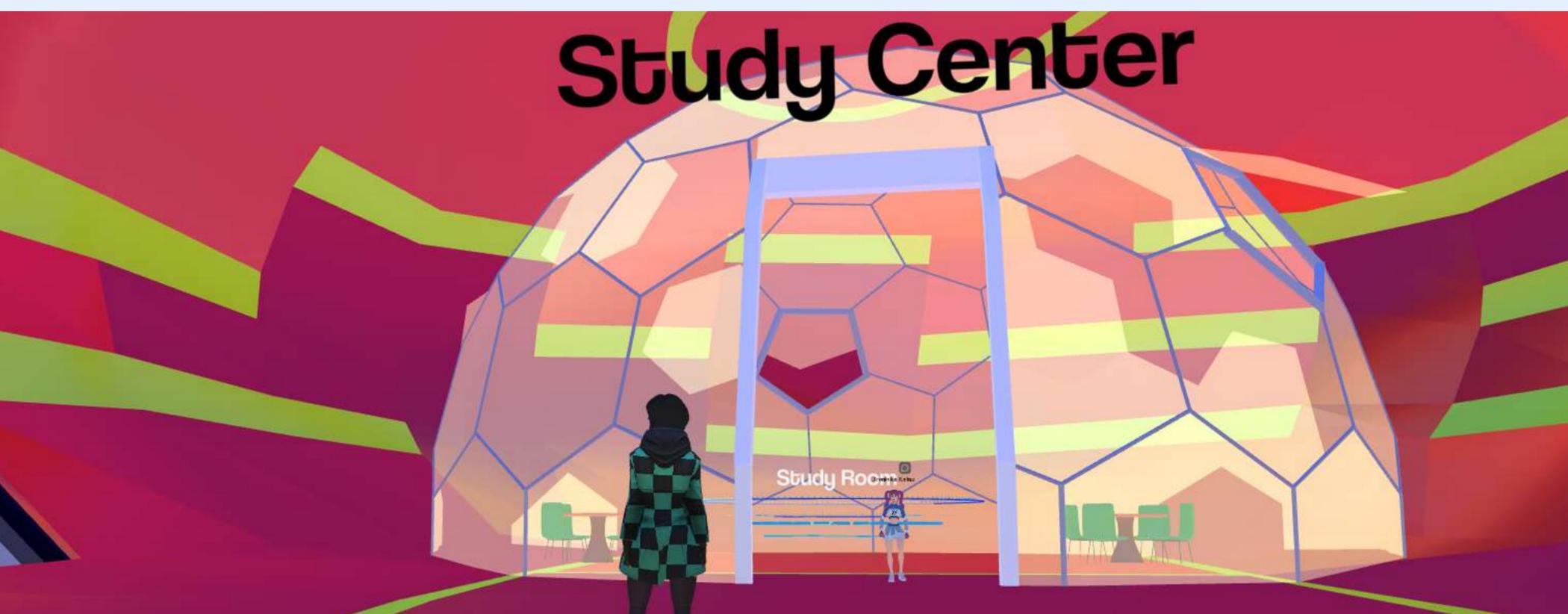
In the upcoming sections, we will introduce the Mext platform, which offers a compelling solution to address these challenges effectively.

III. MEXT METAVERSE PLATFORM

III-1 Teacher Training & Support

When embarking on the journey of learning gamification, teachers encounter two crucial elements: the technical solution for crafting 3D interactive learning environments and the art of curating engaging educational experiences. The Mext platform streamlines the technical aspect, aligning seamlessly with your 3D web aspirations and offering accessibility across multiple devices.

One of Mext's standout features is its user-friendliness, requiring no specialized skills, thus making it highly approachable for educators. It facilitates the effortless upload of 3D models from diverse sources and provides a range of plans to accommodate your specific needs. Upon registration, you gain entry to an intuitive interface, complemented by tutorials that offer step-by-step guidance. Furthermore, Mext equips you with communication tools, AI assistants, games, and customizable scoring options.



Mext takes pride in its robust user support system, offering an array of resources, including video tutorials and comprehensive documentation. Additionally, it hosts weekly training events, affording valuable learning opportunities for platform users. Should you require technical assistance, the platform is equipped to address your needs promptly.

The resources at your disposal extend beyond the aesthetic aspect. They empower teachers with insights on leveraging the 3D interactive space to create high-quality content for an effective gamified learning journey.

III-2 Resource Allocation to gamify learning in schools

The cost of utilizing the Mext platform is designed to be flexible and adaptable, accommodating various school budgets and requirements. The platform offers a range of subscription options, from a free plan to more comprehensive plans with costs that vary, typically ranging from several tens to several hundred euros per month. Importantly, one subscription can be utilized by multiple teachers, and students can access it without incurring any additional fees.

In terms of time allocation, integrating gamification into the learning journey can seamlessly fit within the official curriculum. For instance, a teacher can enhance the teaching of a specific topic, such as the "Solar system," using the Mext platform to create a more engaging and gamified learning experience, all while adhering to the existing curriculum and schedule. Additionally, many teachers organize workshops throughout the year on various subjects, allowing flexibility in gamified content implementation.

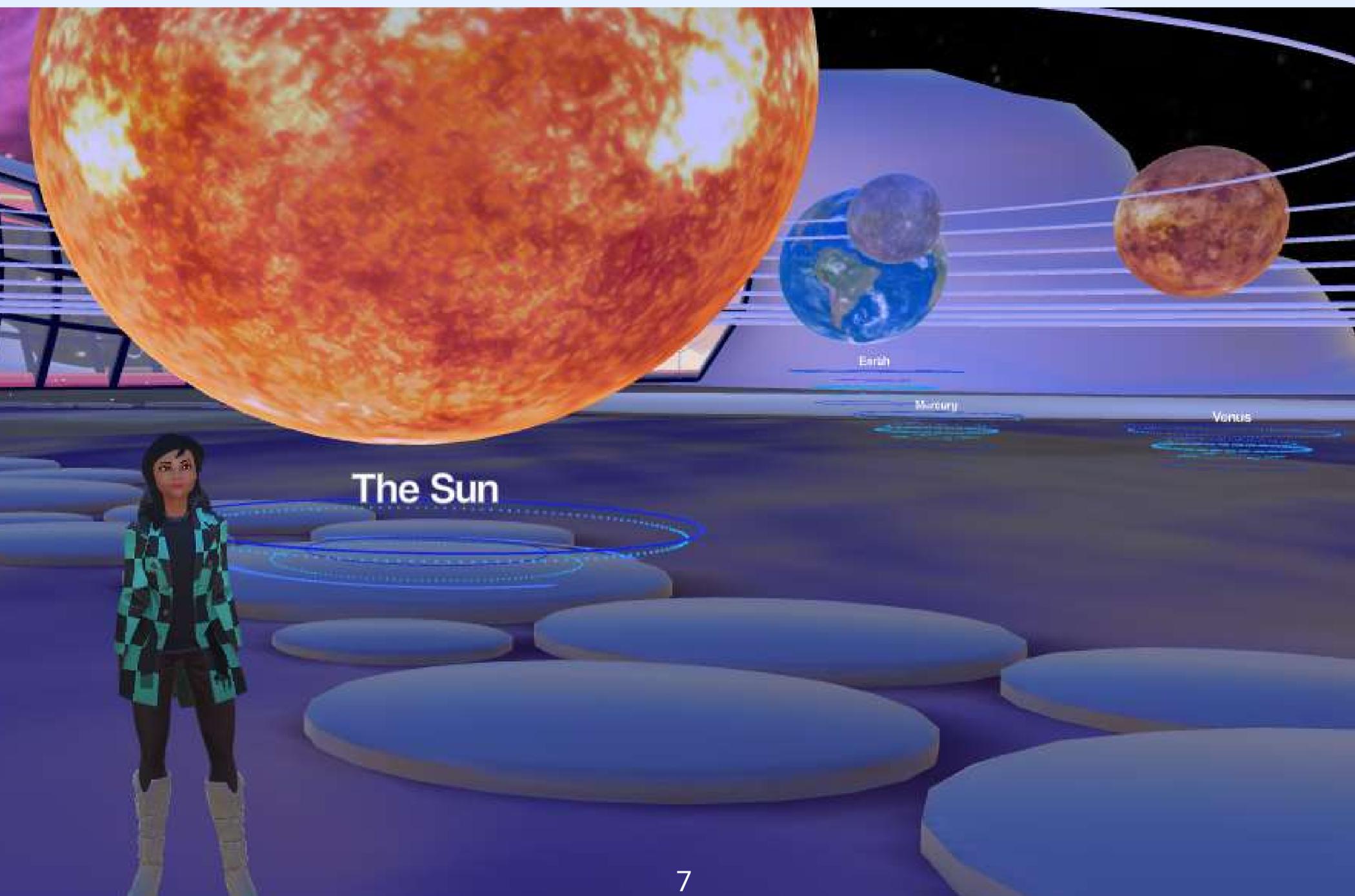
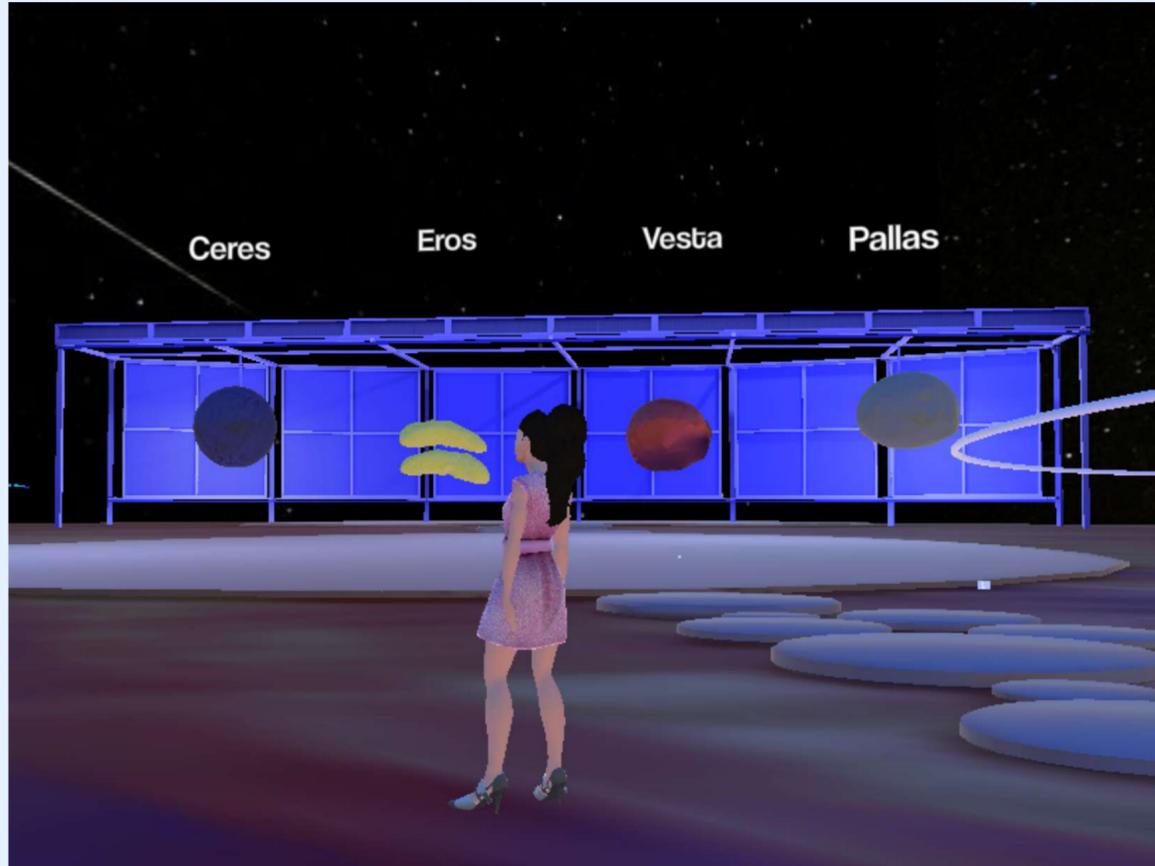
Regarding hardware resources, the requirements are relatively standard, with teachers and students using common devices like laptops, tablets, and smartphones. For those interested in experiencing virtual reality (VR), VR/MetaQuest can be employed. Teachers can leverage the IT resources available within the school or, as observed during the COVID crisis, facilitate remote connections using students' and teachers' personal devices.

It is crucial to emphasize that when gamified learning is well-managed, it offers significant advantages, including heightened student engagement and improved learning outcomes, making it a valuable addition to the educational toolkit.



III-3 Accessibility and Inclusivity in Gamified Learning

As previously highlighted, the Mext Platform's hardware requirements are well within the standard range, aligning with the devices that both pupils and students utilized during the COVID-19 period. These familiar devices can be readily repurposed to engage in more gamified learning experiences crafted with the Mext Platform. Consequently, gamified content becomes easily accessible to all students, irrespective of their needs or disabilities. This pivotal feature eliminates the once-encountered challenges of inclusivity and ensures that gamified learning is an inclusive and welcoming educational avenue for all.

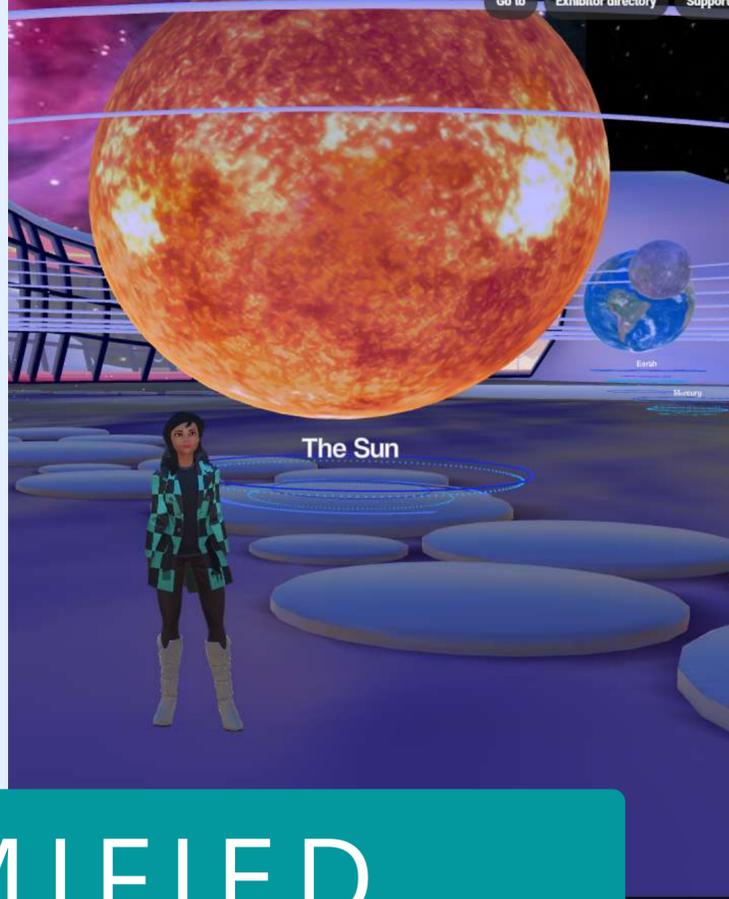


III-4 Addressing Technical issues

Technical challenges, including software glitches and connectivity issues, have the potential to disrupt the learning experience, causing difficulties for both students and teachers. To tackle these issues, Mext has implemented pre-lesson troubleshooting exercises designed to assess the connectivity and functionality of both teachers' and students' devices. Moreover, the robust Mext technical support team is readily available to provide assistance in resolving any technical issues that may arise, ensuring a smoother and more uninterrupted learning experience.

Elevate Your Learning Journey with Mext: Seamless Support for an Unparalleled Experience





GAMIFIED

IV-CONCLUSION

The convergence of gaming and education through 3D interactive spaces promises to revolutionize learning. As students embrace technology and video gaming, the integration of gamification offers a dynamic and engaging approach to education.

Despite the challenges, the Mext platform stands as a powerful ally, making gamified learning accessible and user-friendly for both teachers and students. It bridges the gap between traditional teaching and innovative learning experiences.

By embracing these advancements, we embark on a journey where education becomes an immersive, inclusive, and highly effective experience. The future of learning is exciting and promising, and it begins with innovative solutions like Mext.



LEARNING





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