

Examining the Application of Gamification Across Different Age Groups: Insights from the “GeoGecko” Program

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Abstract:

The “GeoGecko” project stands as a groundbreaking effort in both technical and educational innovation, focusing on creating educational materials grounded in experiential learning principles with a strong gamification framework. Currently underway at Dunaujvaros University in Hungary, this article provides a detailed account of the project’s development, leveraging e-learning components to create an engaging and immersive online program specifically designed to meet the expectations and needs of today’s high school and university students. Beyond discussing these expectations, the article also addresses the program’s implementation and assesses its effectiveness. Special attention is given to the practical applicability of the teaching methods used, based on feedback from students of different generations.

Keywords:

Gamification, online education, digitalization, generations.