



Evaluation of the Erasmus+ project „Teach me how to play“

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PROJECT „TEACH ME HOW TO PLAY“– EVALUATION

This questionnaire is made to evaluate Erasmus project "Teach me how to play".

The aim of this research was to examine the impact of project activities within the project "Teach me how to play" on the knowledge and application of the method of gamification in the educational process by teachers. The survey was anonymous.

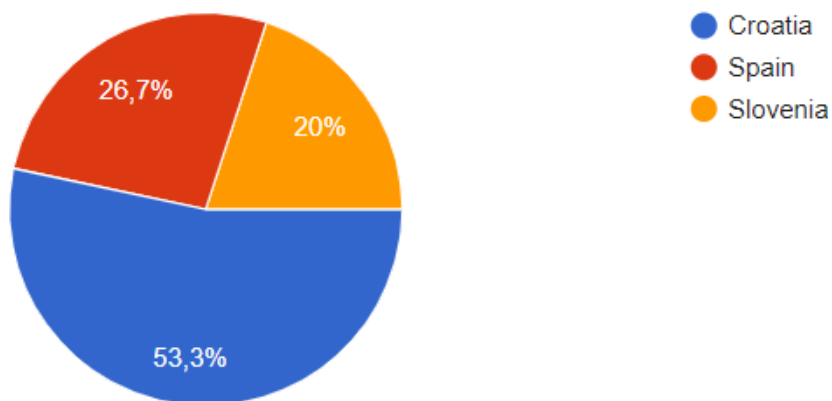
a) Country,

N=90

Croatia, N=48

Spain, N=24

Slovenia, N=18

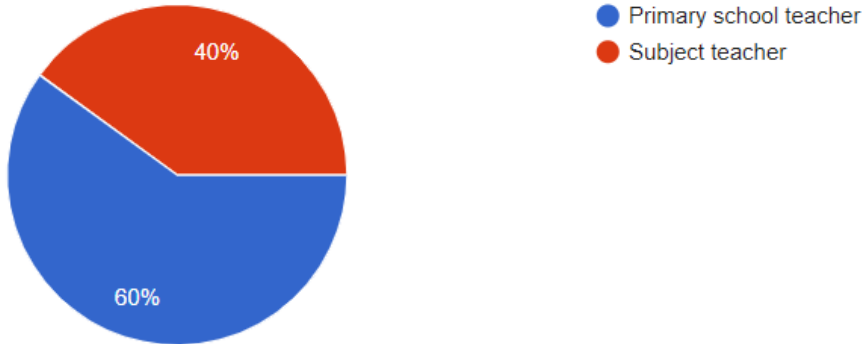


b) Workplace

N=90

Primary school teacher, N=54

Subject teacher, N=36



c) Years of service

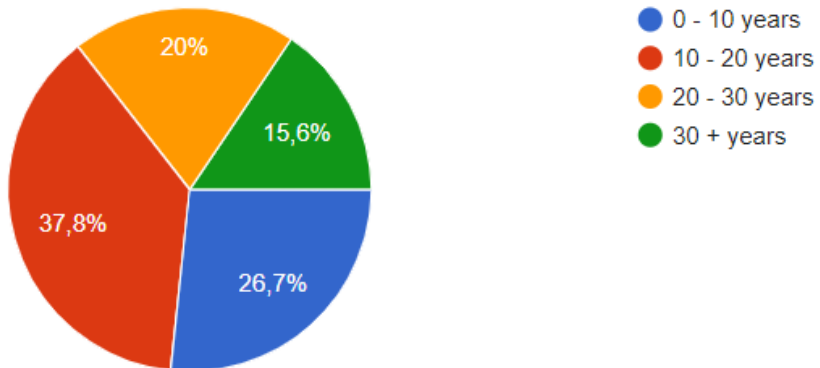
N=90

0-10 years, N=24

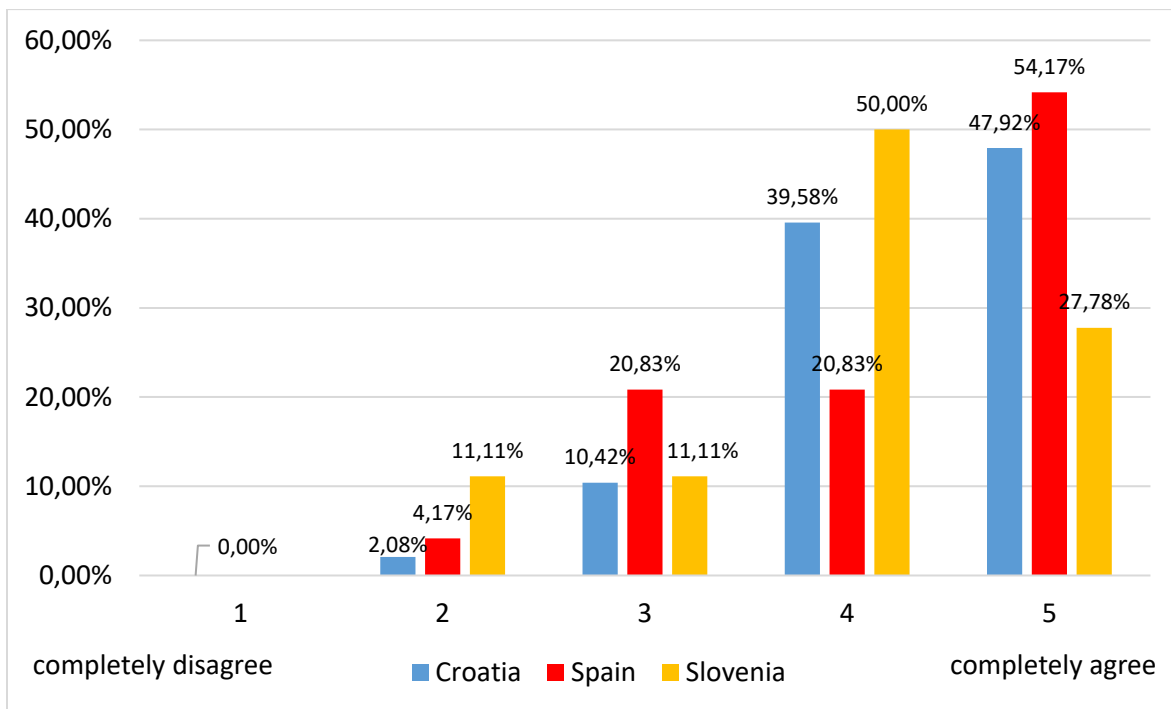
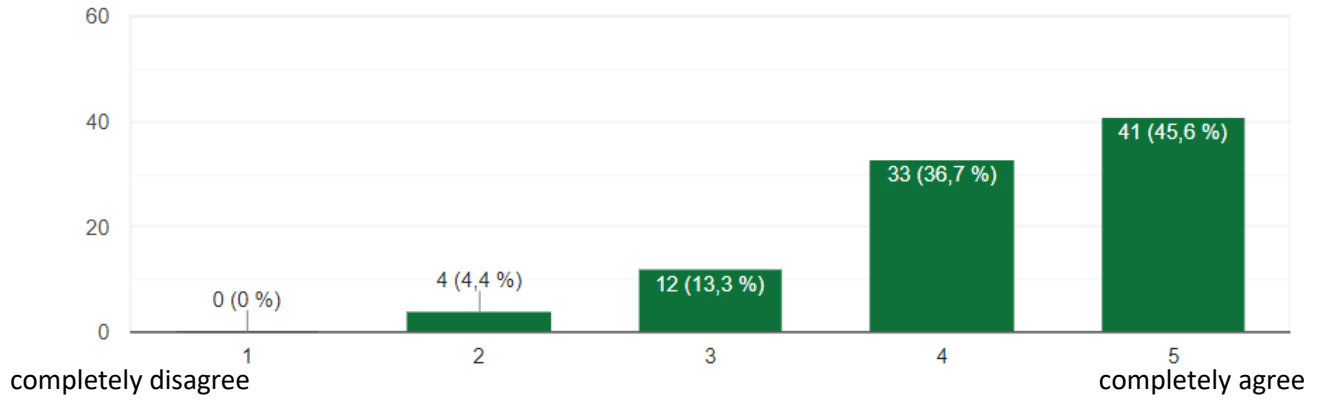
10-20 years, N=34

20-30 years, N=18

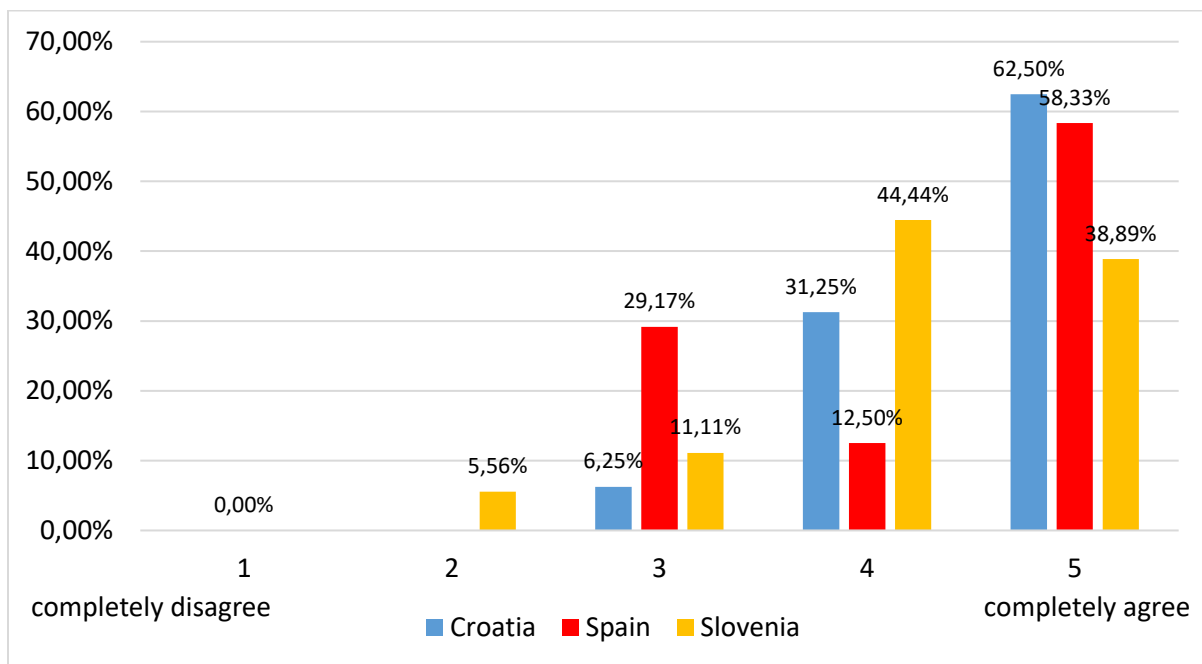
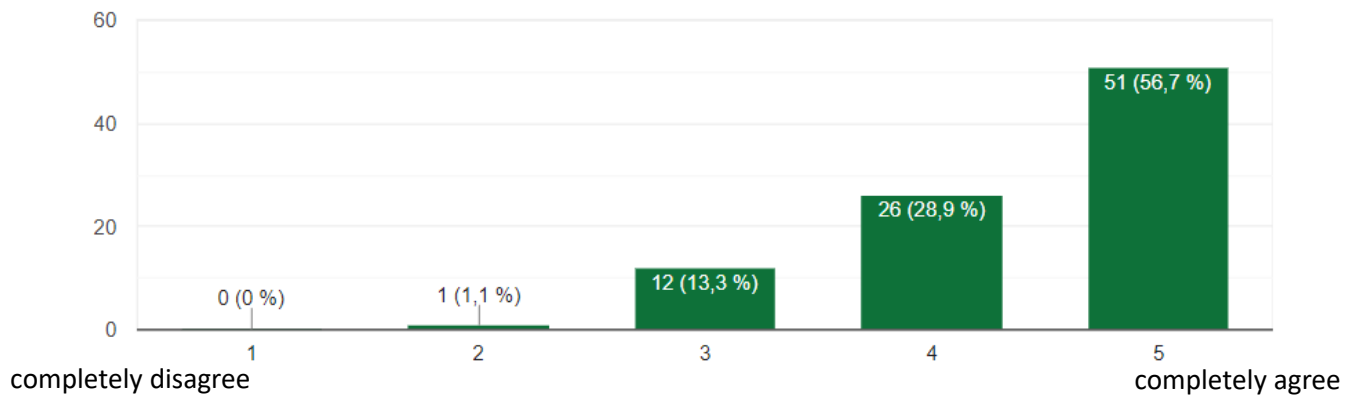
30+ years, N=14



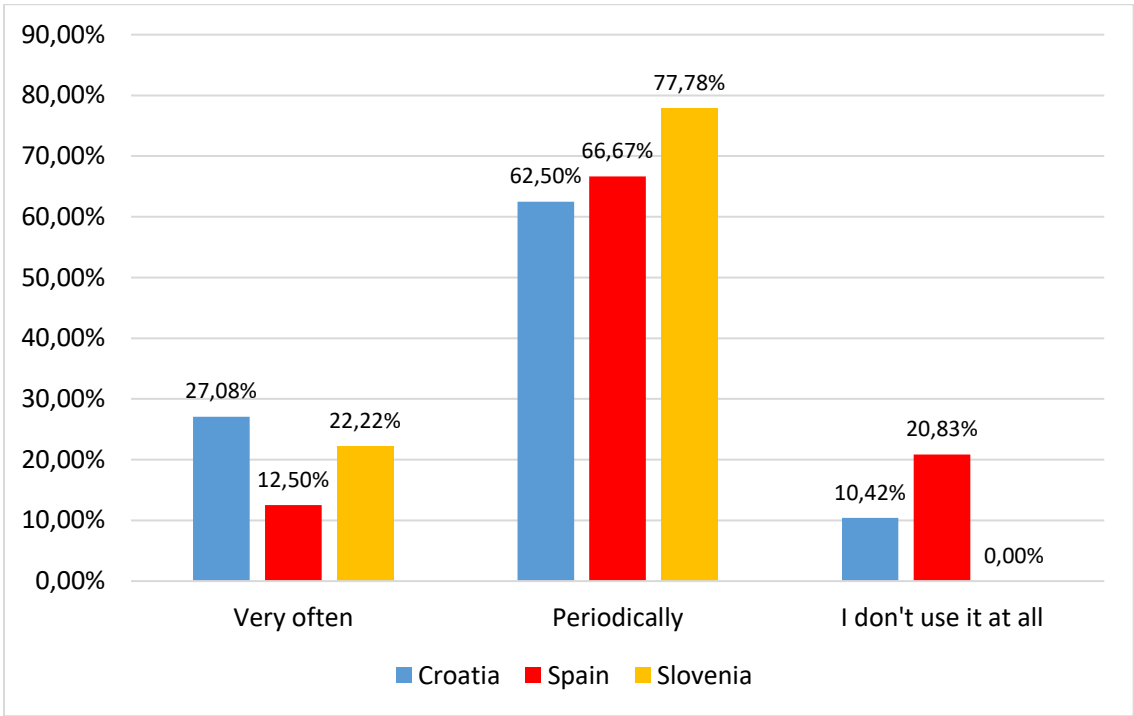
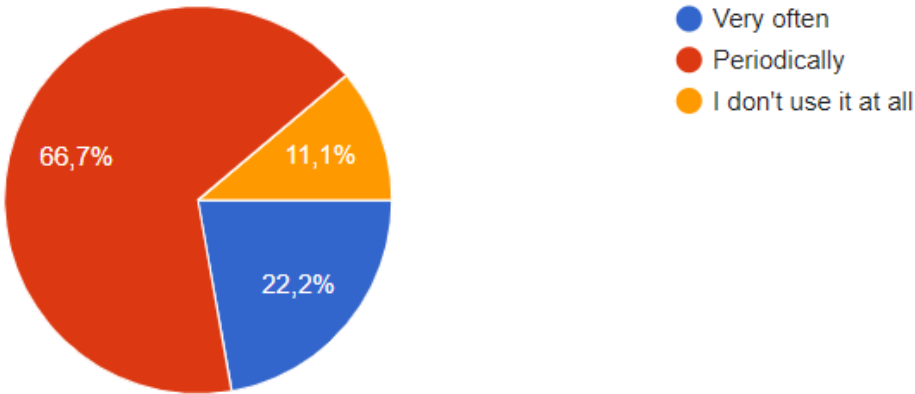
1. I am well acquainted with the innovative method of gamification in education.



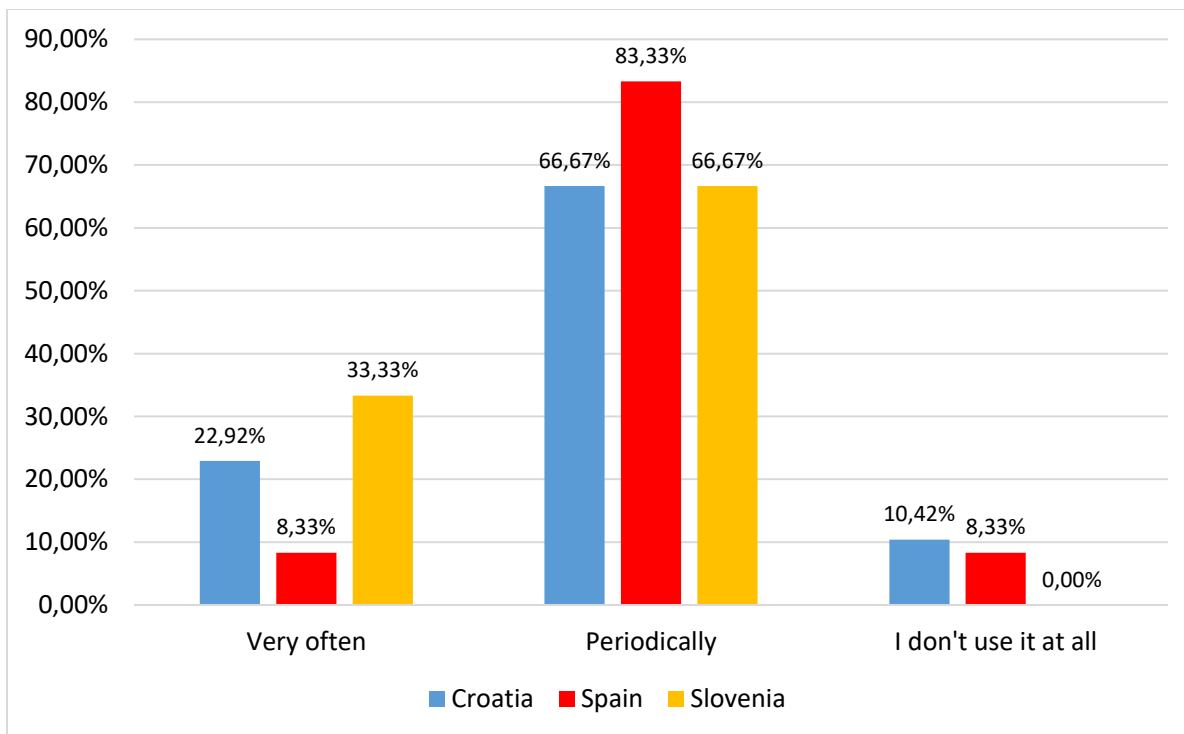
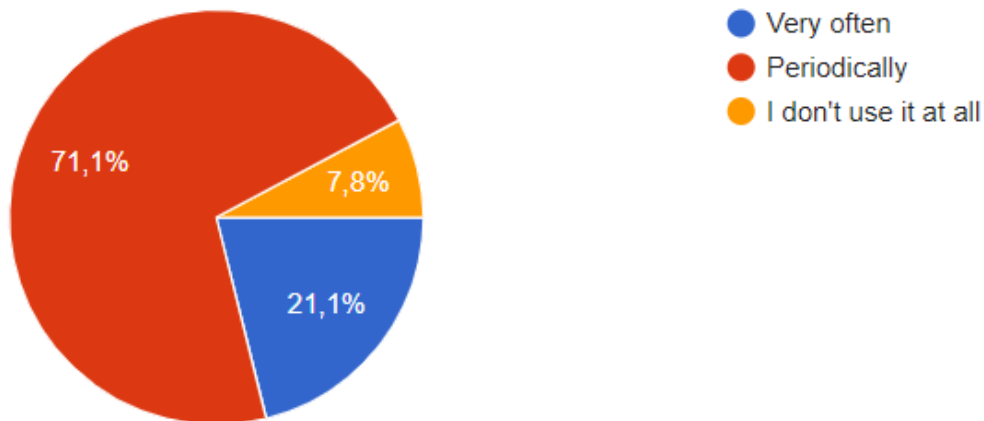
2. Gamification in education provides a number of advantages for the acquisition of teaching content by students.



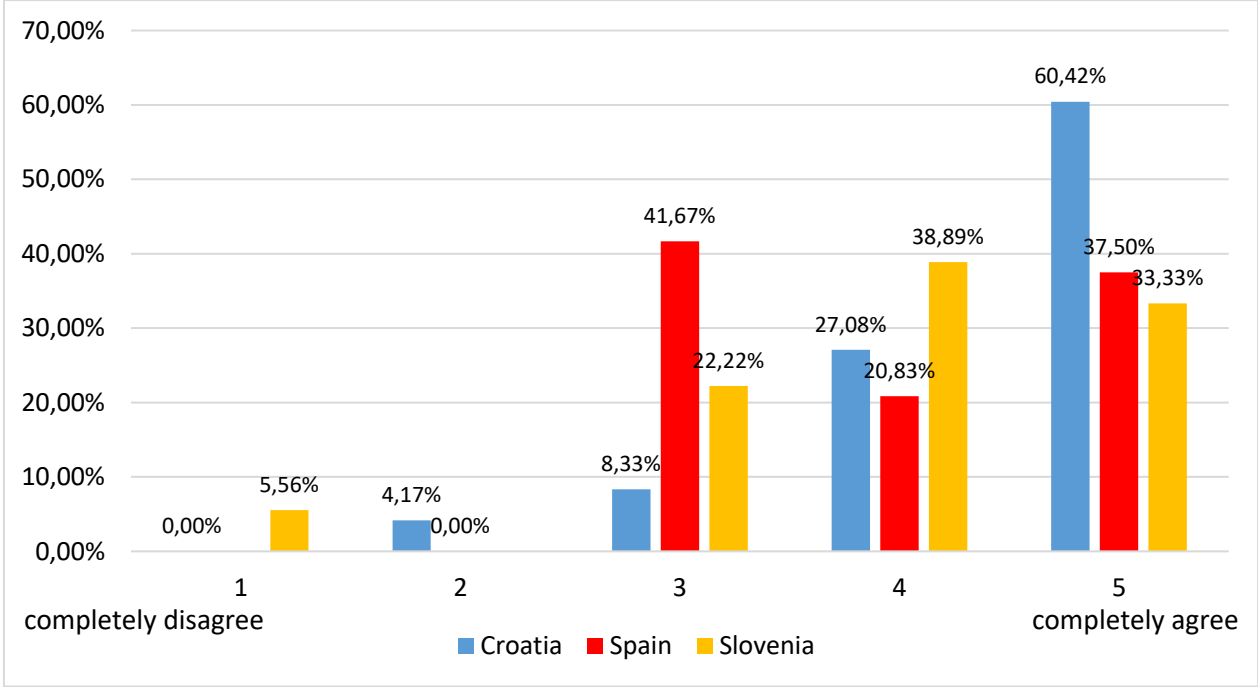
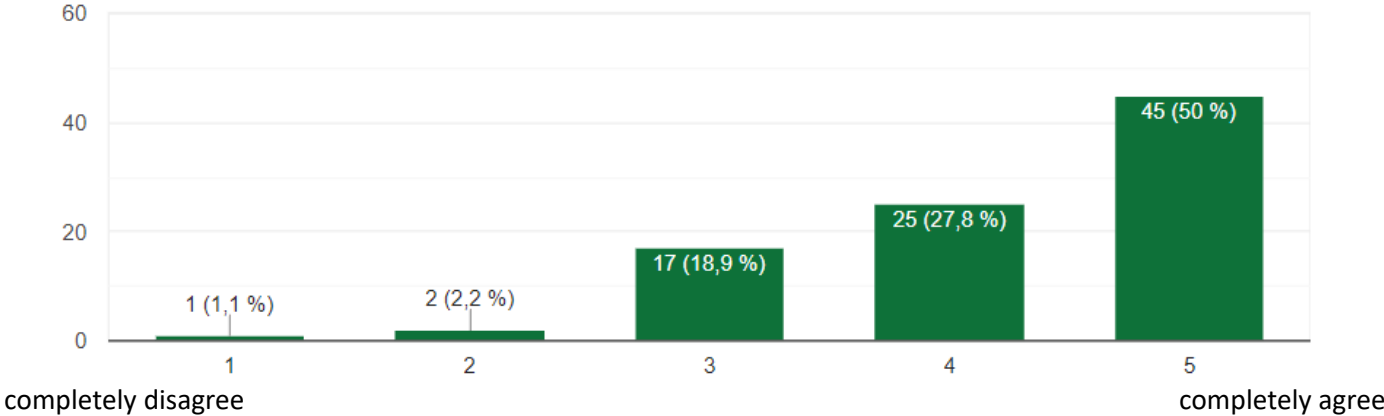
I use the method of gamification in my teaching.



In my teaching I use finished and purchased games.



Games created as part of the project "Teach me how to play" are very useful for repeating the teaching content from my subject.



During the project activities the gamification method became closer and clearer to me.

