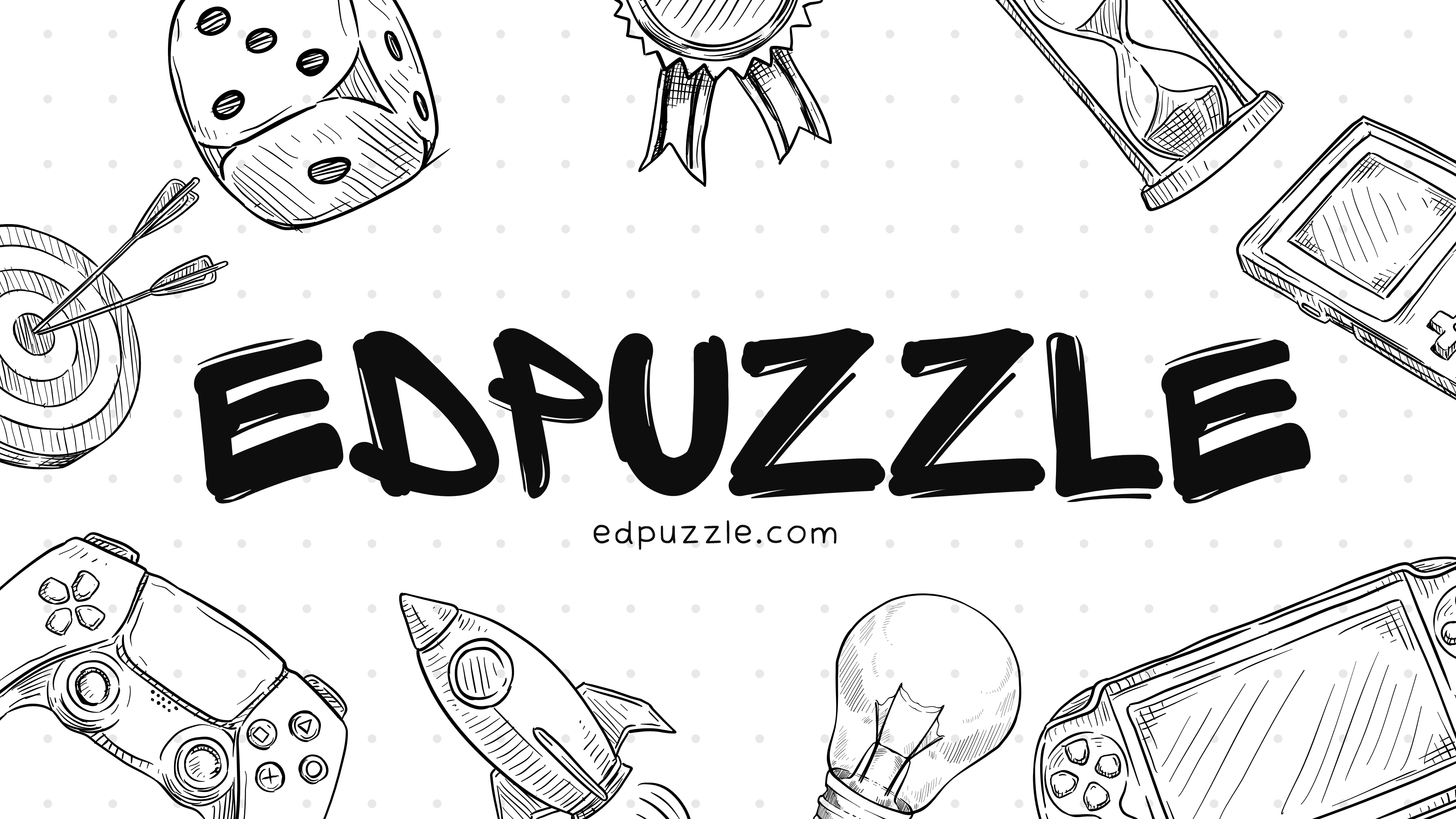


GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906



GamifiedEd



EDPUZZLE

edpuzzle.com

Introduction

Edpuzzle is an interactive video learning platform that allows educators to turn videos into active learning experiences by adding questions and explanations.





Interactive learning, simplified



Everything you need to engage your students all in one place, now from video learning and beyond.

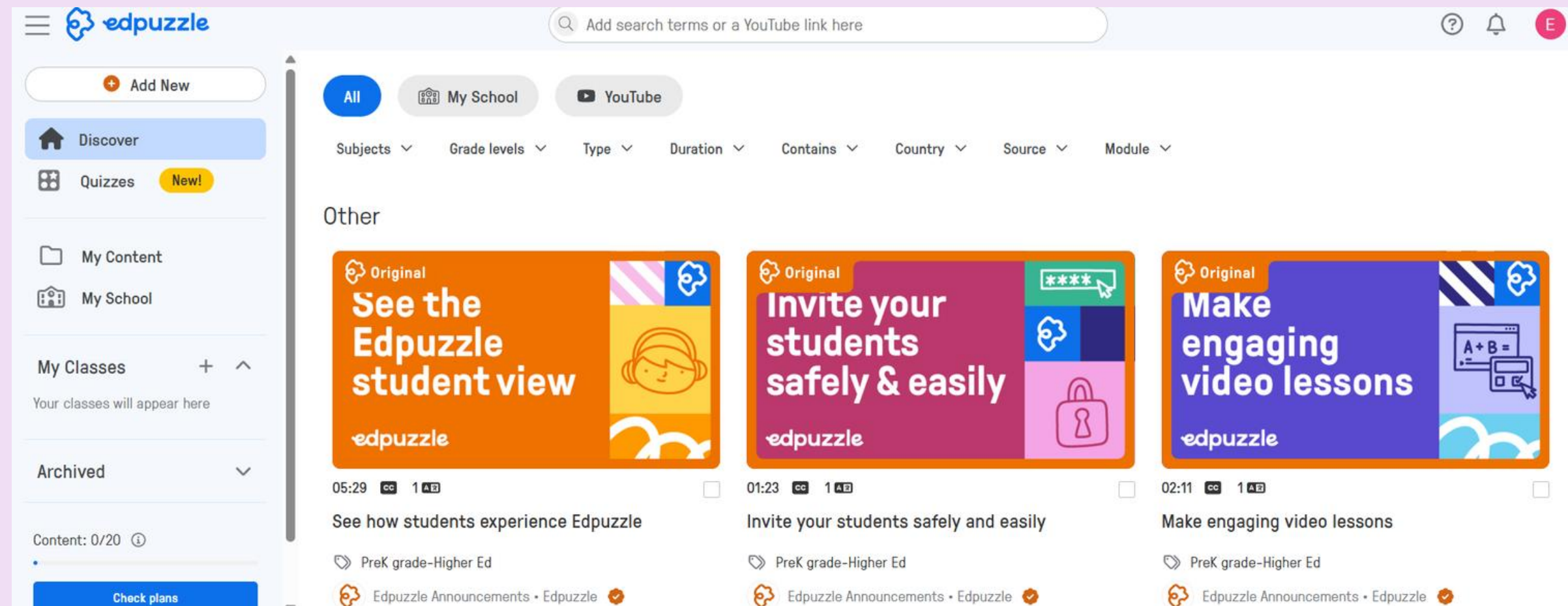


[Sign up for free](#)



Edpuzzle homepage

On the Edpuzzle homepage, users sign in to their account. From the dashboard, they can access their video library and all creation tools.



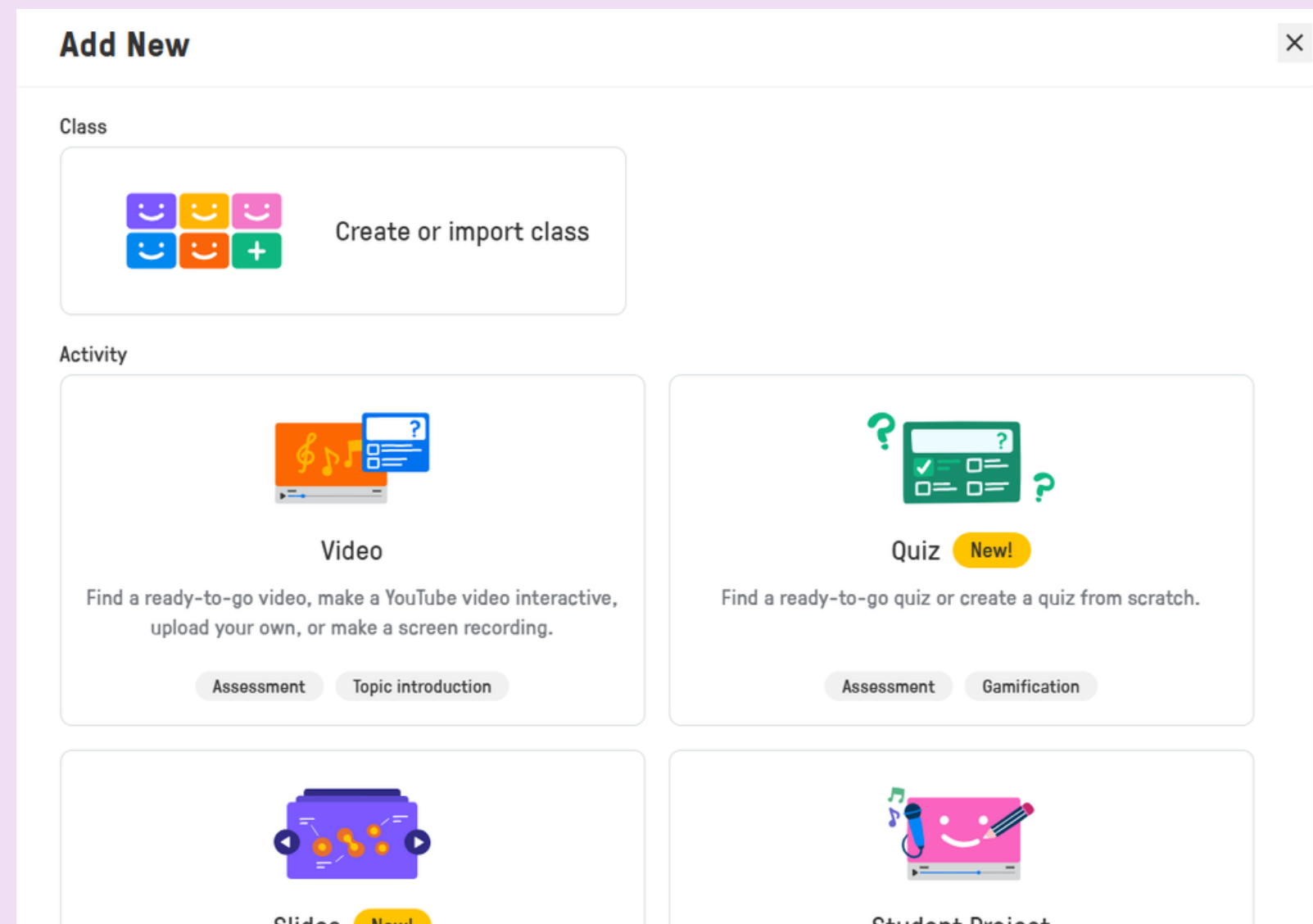
The screenshot displays the Edpuzzle homepage dashboard. At the top left is the Edpuzzle logo. A search bar contains the text "Add search terms or a YouTube link here". Below the search bar are navigation tabs for "All", "My School", and "YouTube". A row of filters includes "Subjects", "Grade levels", "Type", "Duration", "Contains", "Country", "Source", and "Module". The main content area is titled "Other" and features three video thumbnails:

- See the Edpuzzle student view**: 05:29 duration, CC BY license, PreK grade-Higher Ed. Description: "See how students experience Edpuzzle".
- Invite your students safely & easily**: 01:23 duration, CC BY license, PreK grade-Higher Ed. Description: "Invite your students safely and easily".
- Make engaging video lessons**: 02:11 duration, CC BY license, PreK grade-Higher Ed. Description: "Make engaging video lessons".

The left sidebar contains navigation options: "Add New", "Discover", "Quizzes" (marked "New!"), "My Content", "My School", "My Classes" (with a plus and up arrow), and "Archived". At the bottom of the sidebar, it shows "Content: 0/20" and a "Check plans" button.

Creating a new Edpuzzle

By clicking the "Create" button, users start a new activity by selecting or uploading a video that will be used for the quiz.



Choosing how to create

Users can import videos from YouTube or other platforms, or upload their own video content to build a quiz around it.

Add question

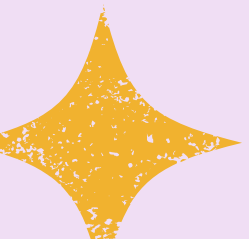
Classic assessment



Multiple-choice

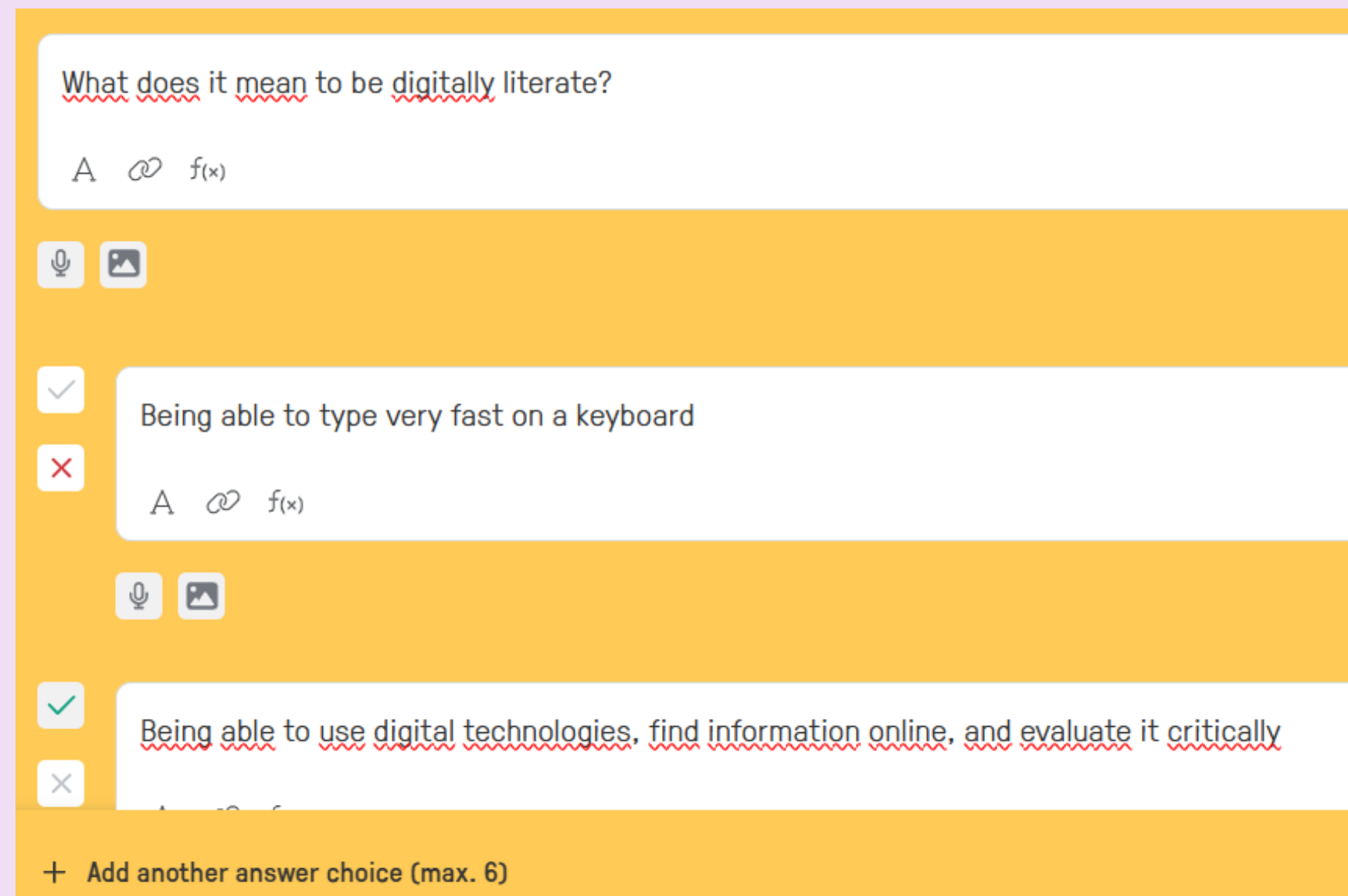


Open-ended



Editing a question

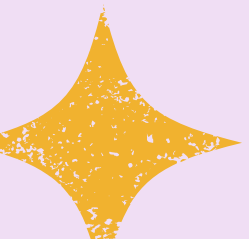
In the editor, quiz questions are added directly into the video timeline. Users can create multiple-choice or open-ended questions.



The screenshot shows a quiz editor interface with a yellow background. At the top, a question is displayed: "What does it mean to be digitally literate?". Below the question, there are two answer choices. The first choice is "A f(x)", which is marked as incorrect with a red 'X' icon. The second choice is "Being able to use digital technologies, find information online, and evaluate it critically", which is marked as correct with a green checkmark icon. Each answer choice has a text input field with a microphone icon and an image icon. At the bottom, there is a button that says "+ Add another answer choice (max. 6)".

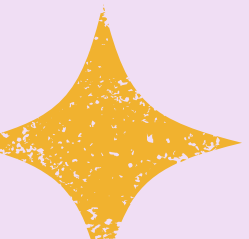
Example question

The video pauses automatically, and a quiz question appears. The learner must answer before continuing the video.



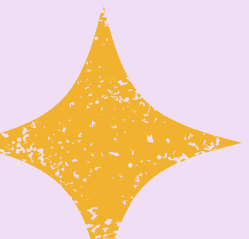
Starting the game

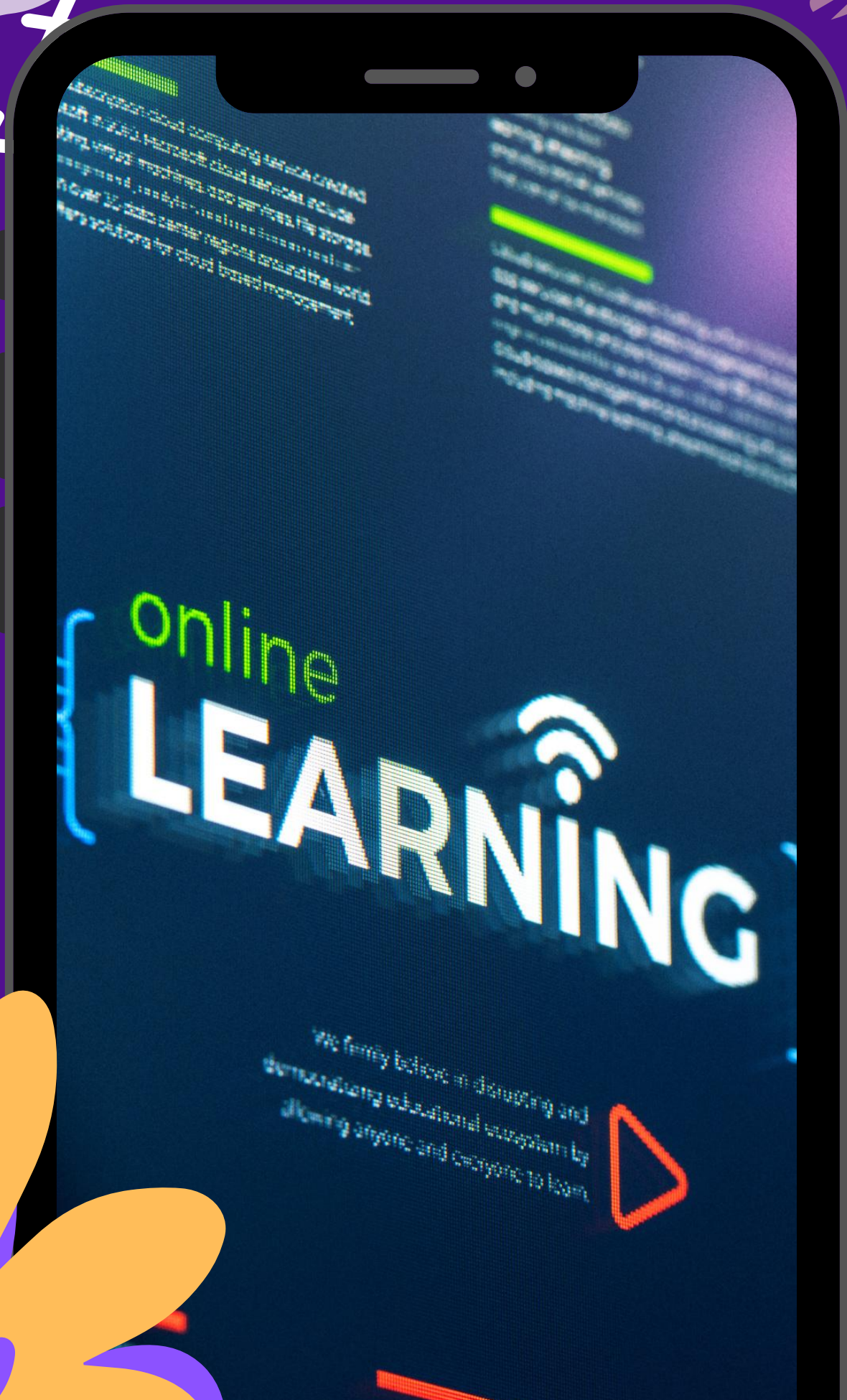
When the video quiz is ready, it is assigned to learners. A link or class code is shared for access.



Participant interaction

Participants watch the video and answer quiz questions at their own pace. Their answers and progress are recorded for review.





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Credits:

Written materials: By Ljudska Univerza
Lendava

Graphics: By Canva

Visuals: Edpuzzle

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DIGITAL INNOVATION



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