

GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906



GamifiedEd

GimKit

gimKit.com



Introduction

GimKit is a game-based quiz platform that makes learning interactive and engaging. It is often used in education to practice knowledge through gameplay.



Next level.

Hey, I'm Josh! I started Gimkit as a high school project.

Games really helped me become engaged in school. That's why I built Gimkit – to be the kind of game I'd want to play in class.

Can't wait for you to give it a try!



- Josh F.

[Sign Up For Free](#)

[Join Game](#)

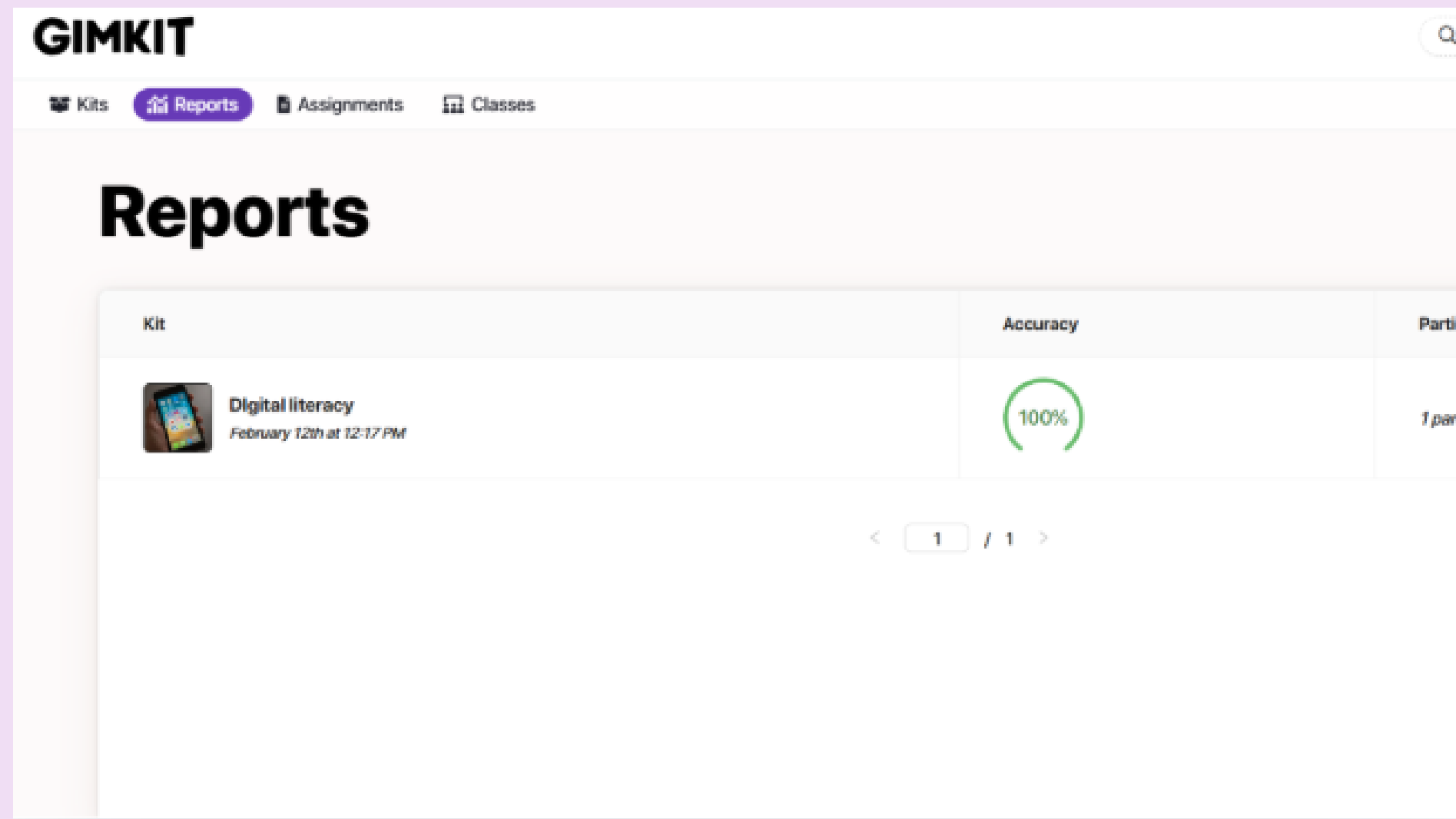
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GIMKIT homepage

On the home page, teachers sign in to create and manage quizzes called Kits. They can also view previous Kits and results.



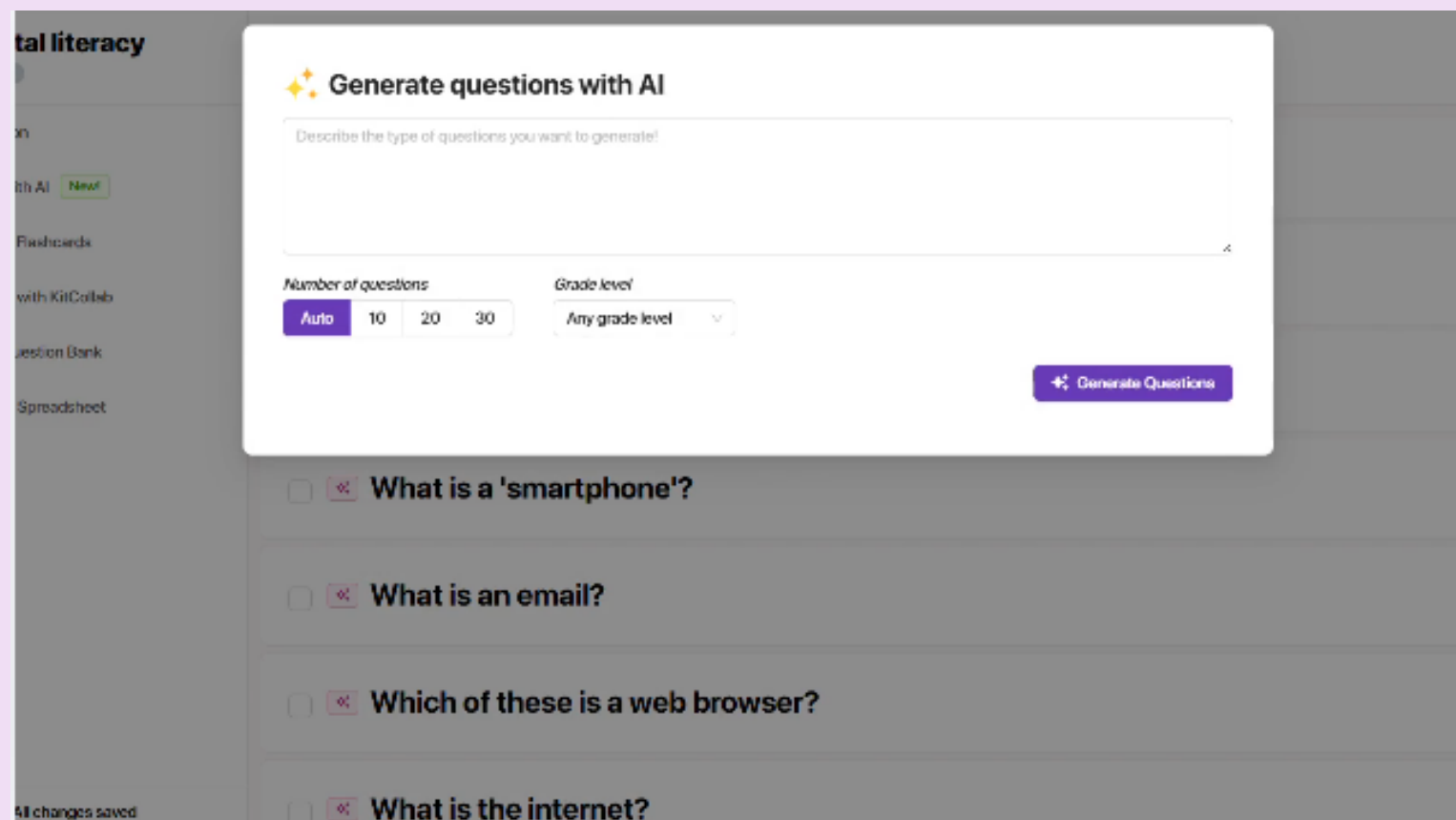
The screenshot shows the GIMKIT interface with the 'Reports' tab selected. A table displays the following data:

Kit	Accuracy	Partic
 Digital literacy February 12th at 12:17 PM	100%	1 part

Navigation: < 1 / 1 >

Creating a new GIMKIT

Teachers create a Kit by adding questions and answer options. Questions can focus on digital literacy topics such as online safety or identifying reliable information.



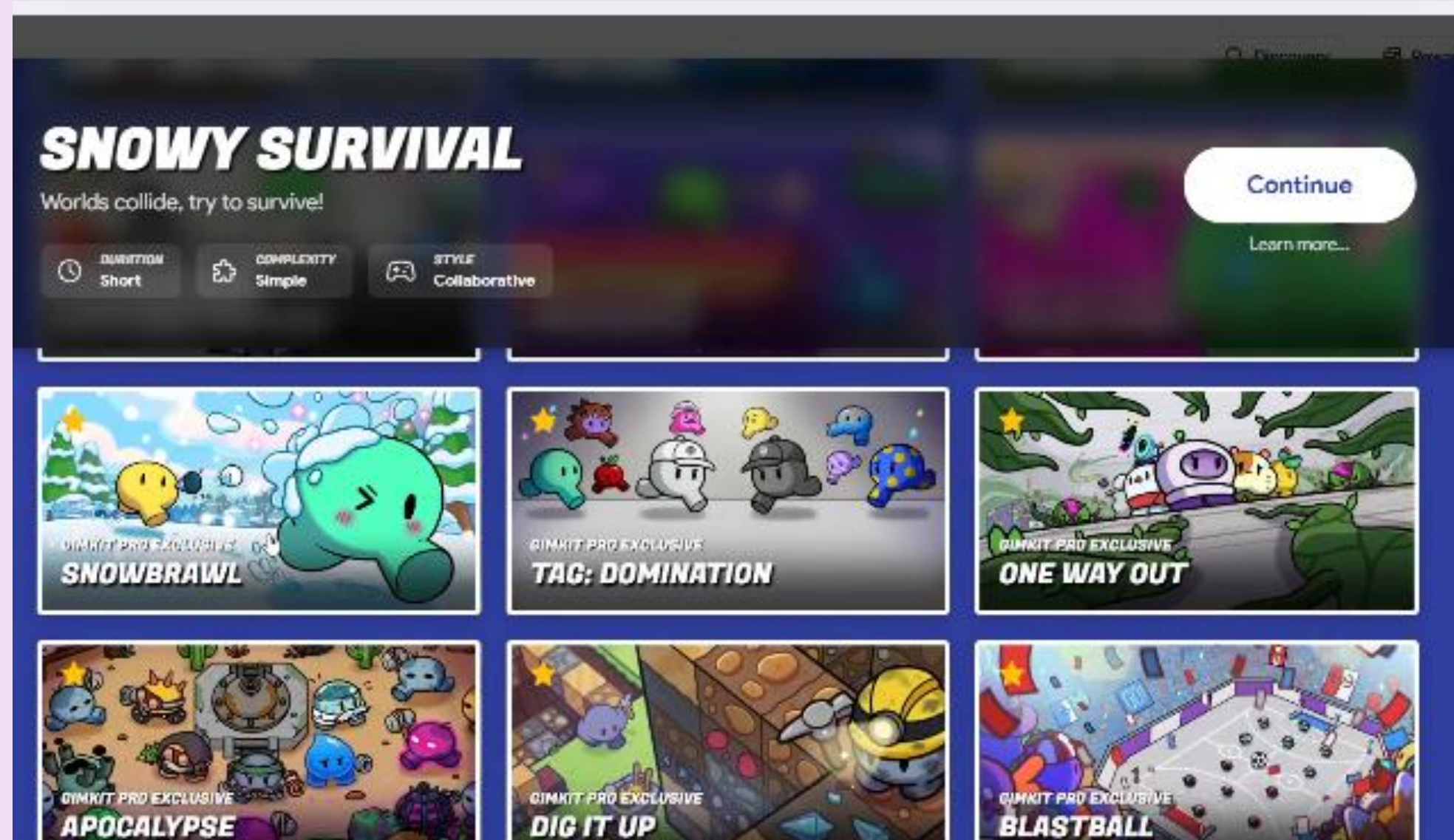
The screenshot shows the 'Generate questions with AI' interface. At the top, there is a heading 'Generate questions with AI' with a star icon. Below it is a text input field with the placeholder 'Describe the type of questions you want to generate!'. Underneath the input field are two sections: 'Number of questions' with buttons for 'Auto', '10', '20', and '30', and 'Grade level' with a dropdown menu set to 'Any grade level'. A 'Generate Questions' button is located at the bottom right of the form. Below the form, a list of generated questions is visible, each with a checkbox and a red 'X' icon:

- What is a 'smartphone'?
- What is an email?
- Which of these is a web browser?
- What is the internet?

At the bottom left of the interface, a status message reads 'All changes saved'.

Game Modes and Student Engagement

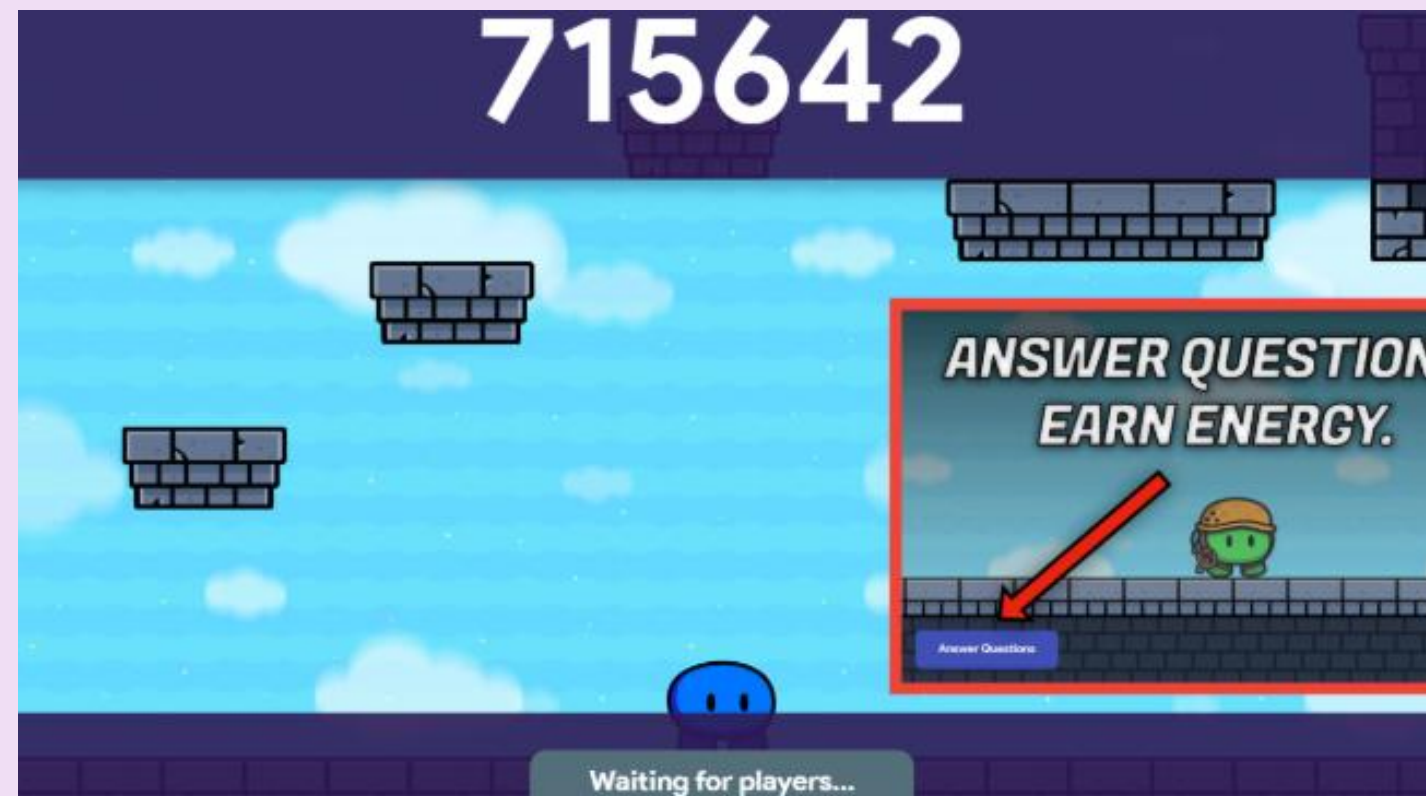
GimKit offers different game modes that make quizzes more engaging and motivate students to participate actively.



Starting the Game and Student Participation

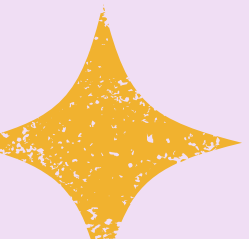
When the Kit is ready, the teacher starts the game and students join using a game code on their devices.

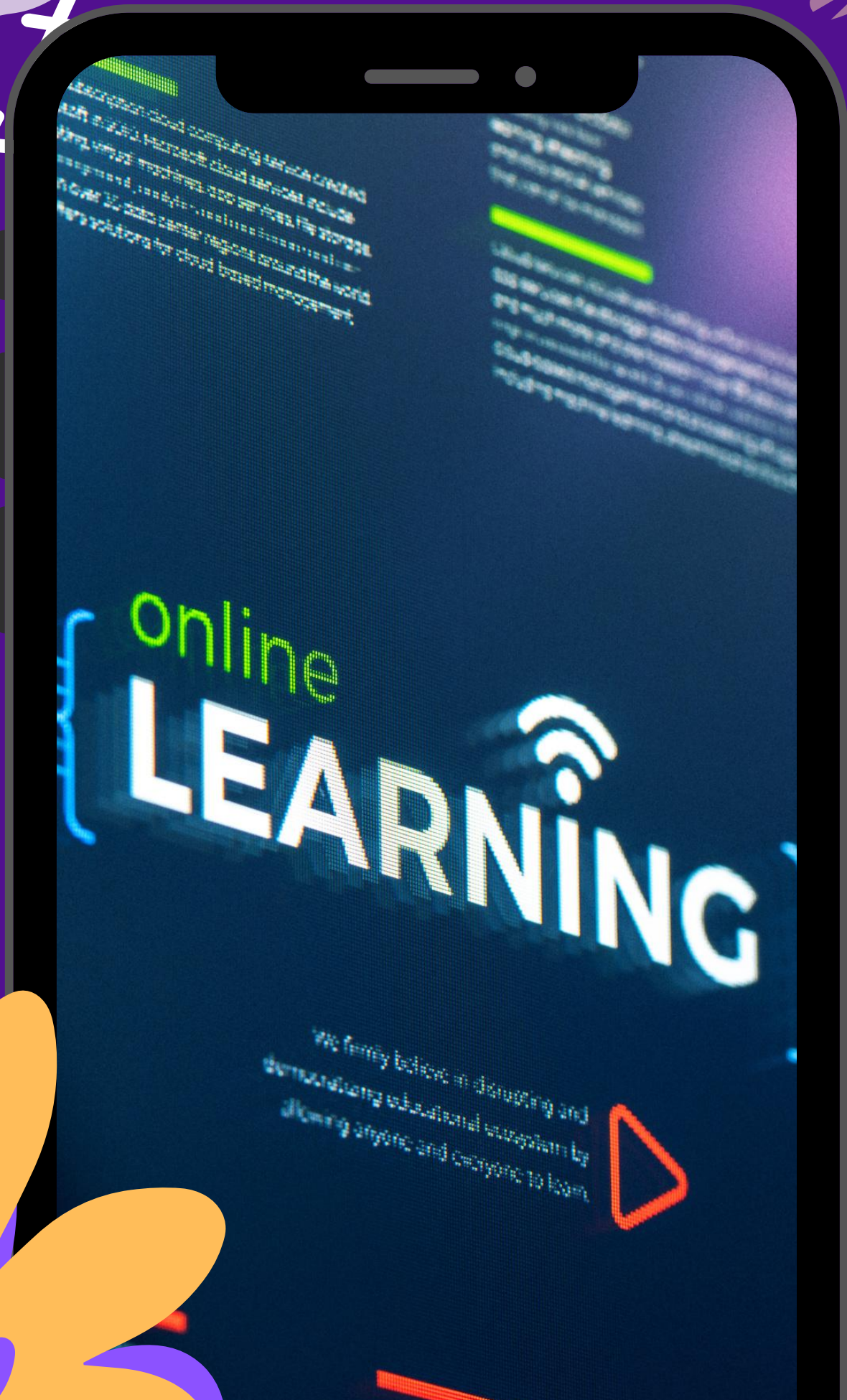
Students answer questions in real time and earn points, which helps reinforce digital literacy skills in an engaging way.



Benefits for Digital Literacy Learning

The game-based format encourages participation and helps students develop critical digital literacy skills while learning.





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DIGITAL INNOVATION



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