

# GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906



**GamifiedEd**



# TYPIINGCLUB

[typingclub.com](http://typingclub.com)

# Introduction

TypingClub is an interactive online platform designed to help learners develop and improve touch-typing skills through guided, gamified lessons.





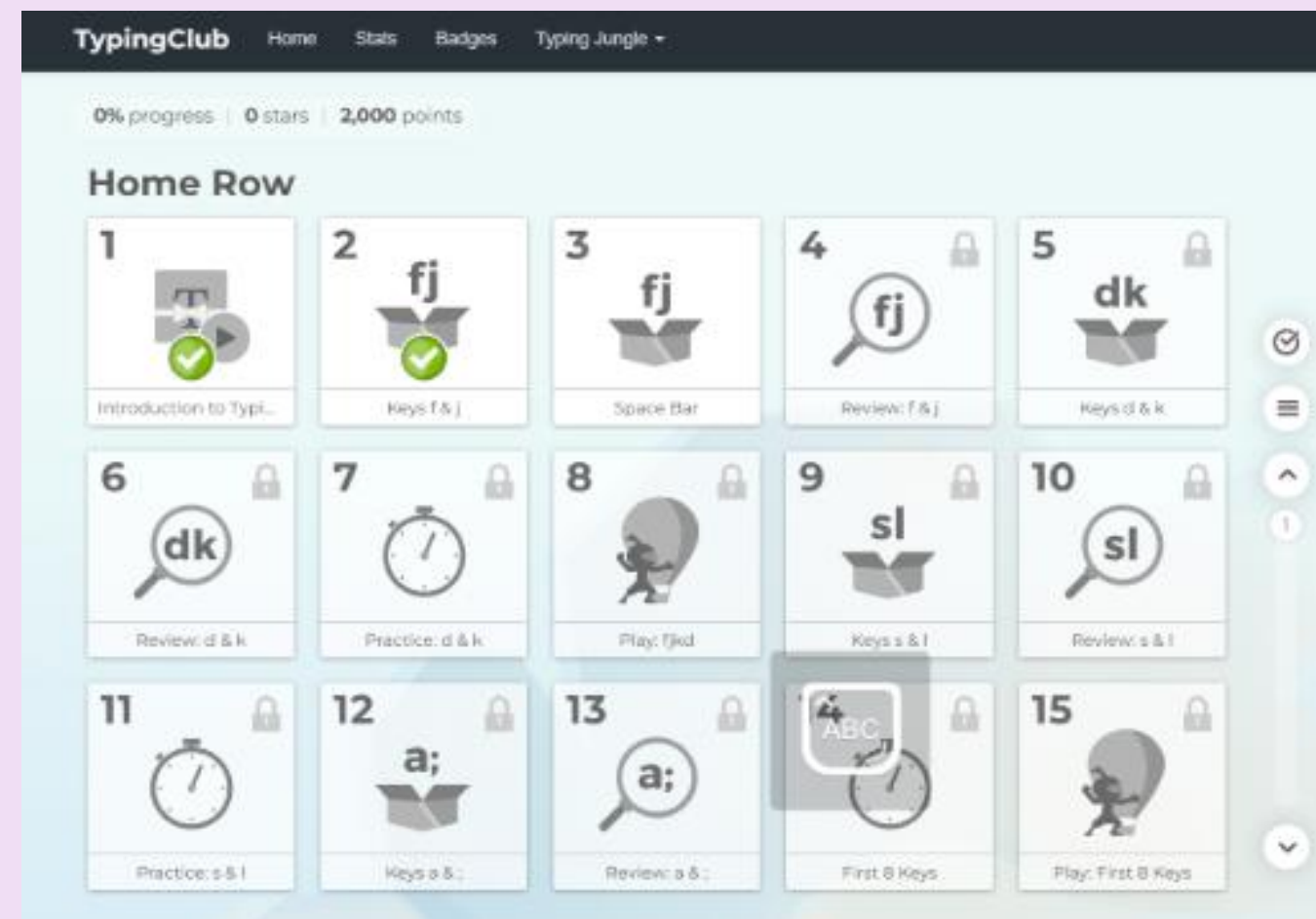
# Learn Touch Typing for free!

Get Started



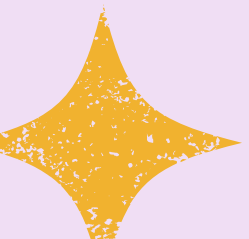
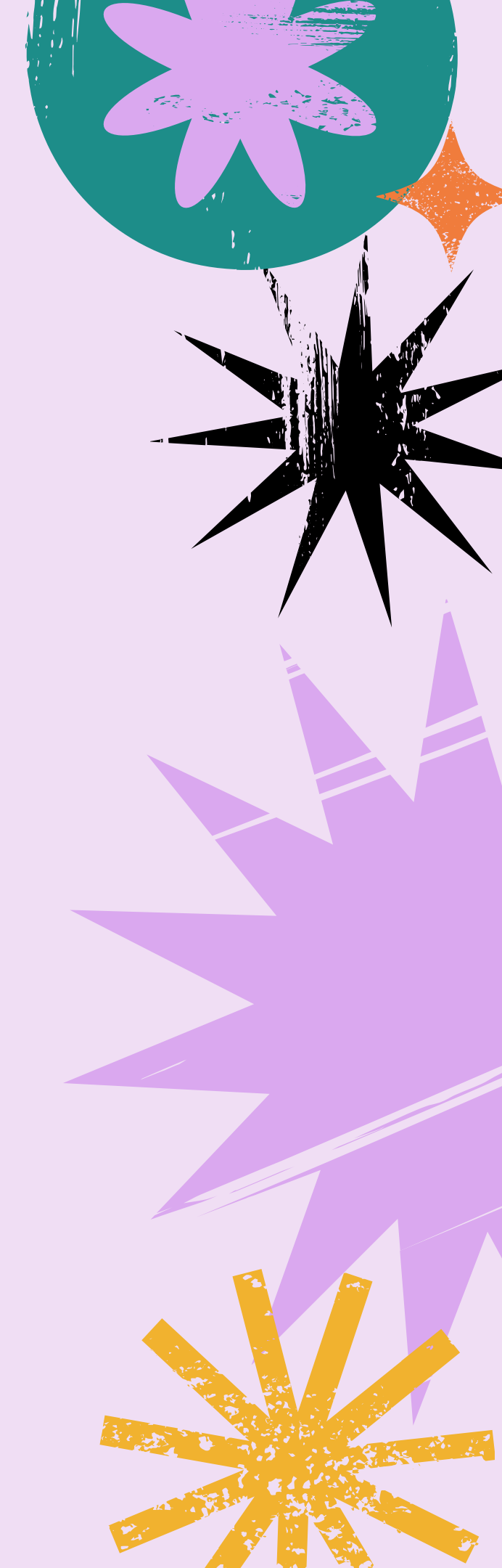
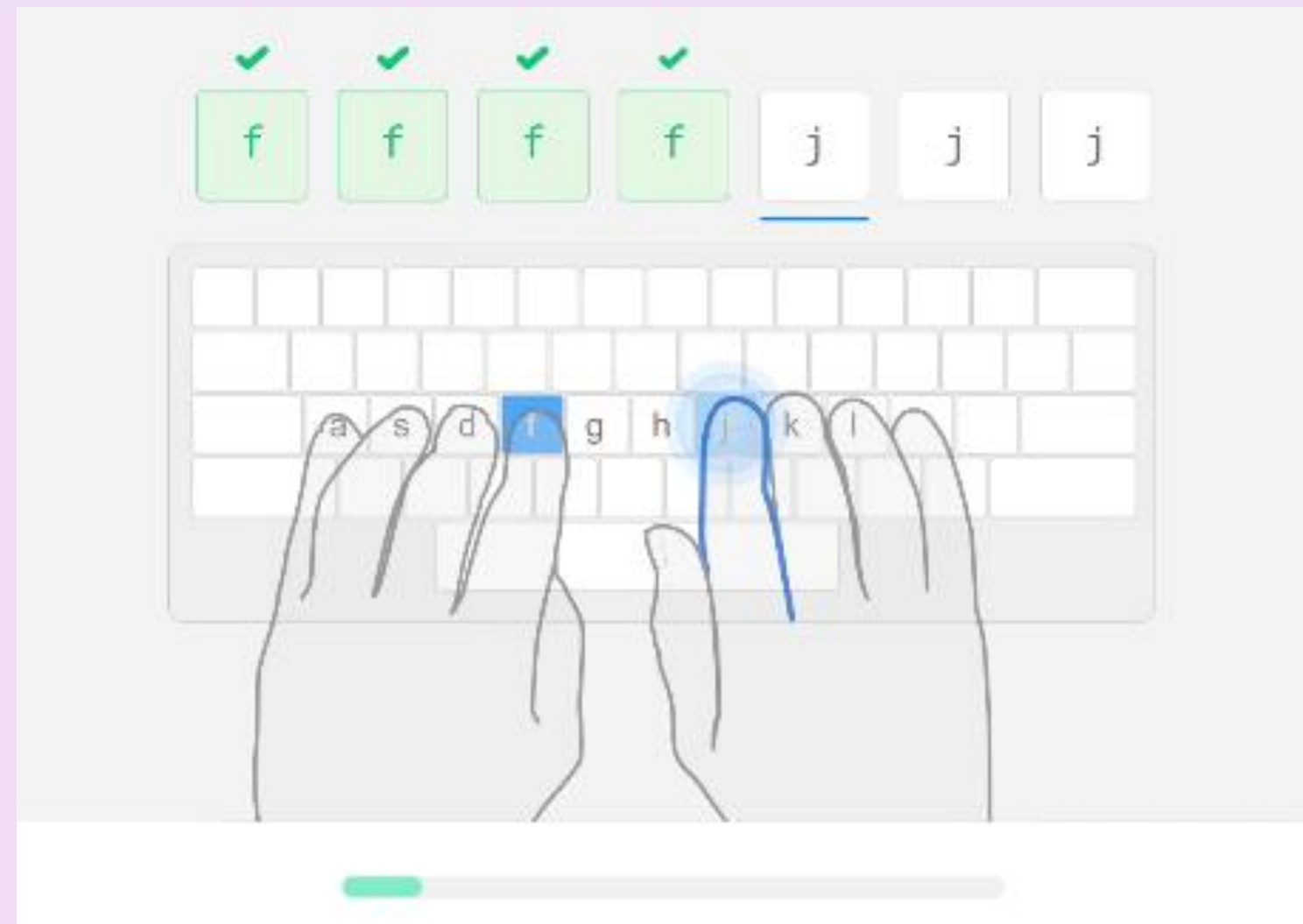
# TypingClub homepage

On the TypingClub homepage, users can start typing lessons directly or sign in to track their progress. The interface is simple and beginner-friendly.



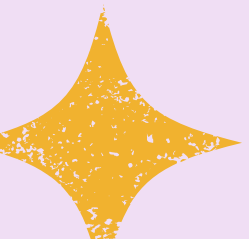
# Creating a new TypingClub session

TypingClub does not require creating custom activities. Learners begin by selecting a lesson from the predefined typing course.



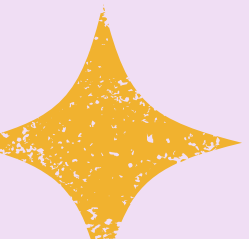
# Choosing how to practice

Lessons are structured step by step, starting with basic finger placement and gradually increasing difficulty as learners progress.



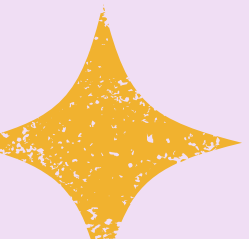
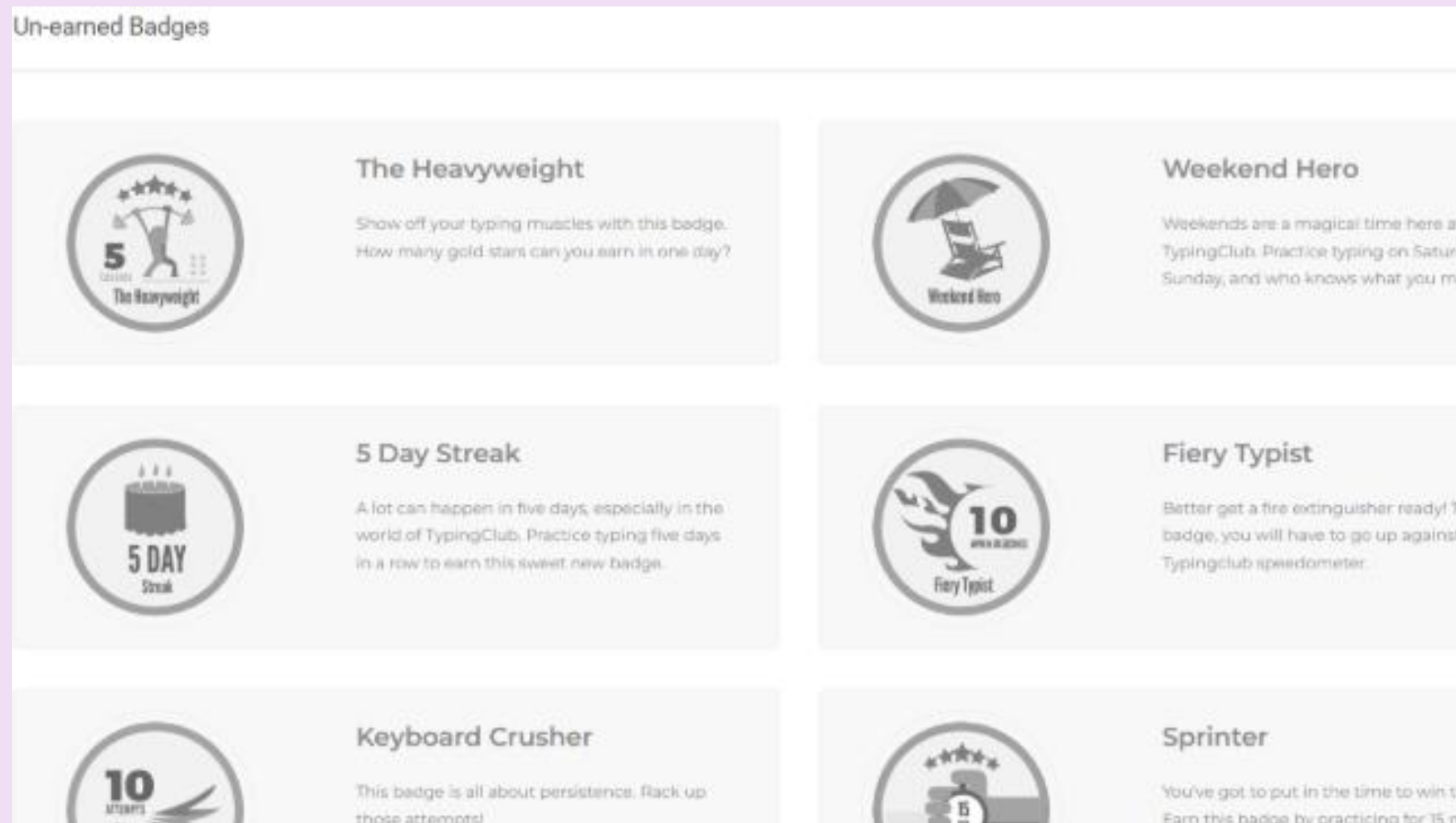
# Practicing typing

During each lesson, learners type short exercises while receiving visual guidance and real-time feedback on accuracy and speed.



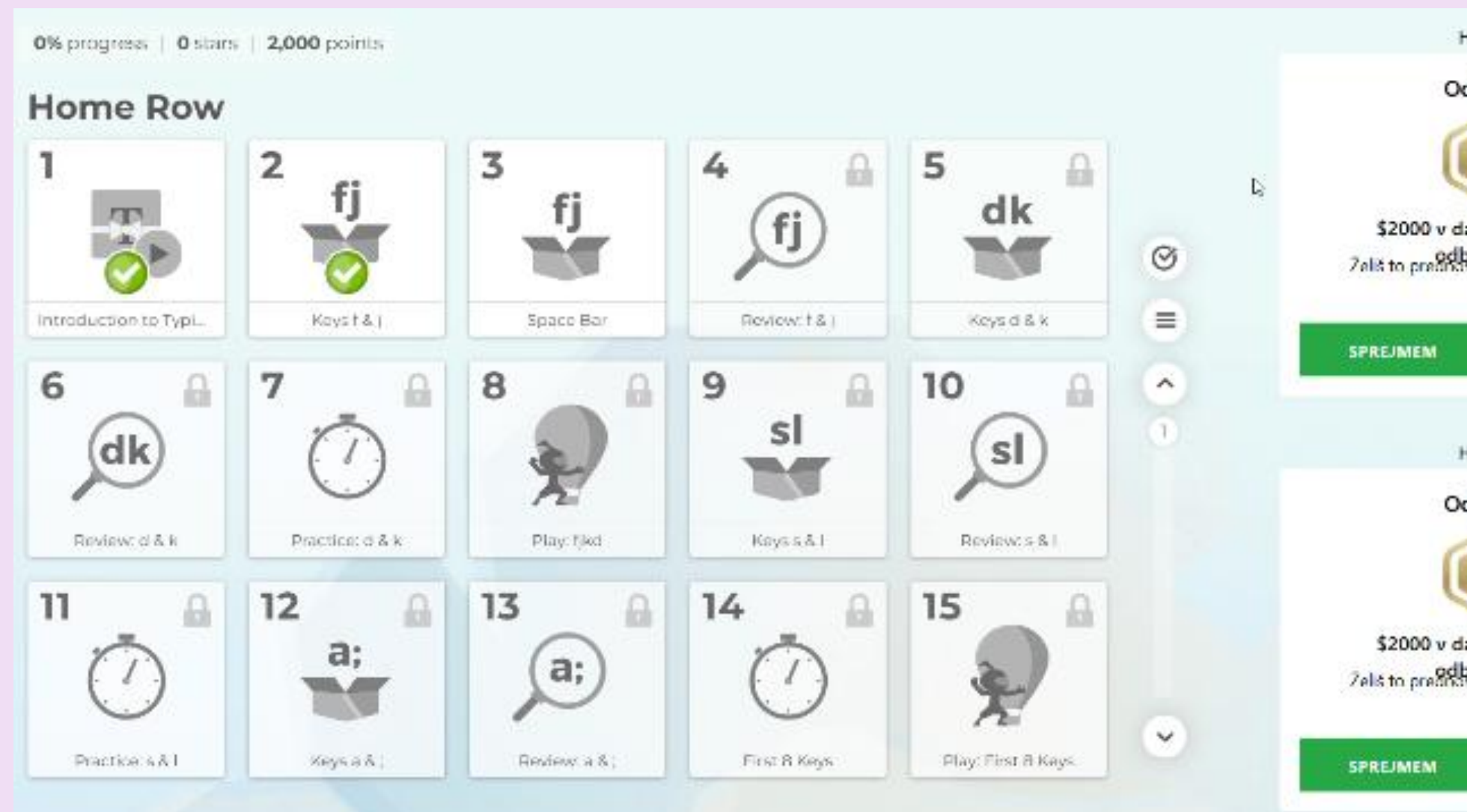
# Example exercise

A typical exercise shows the text to type and highlights correct finger placement. Learners earn stars or badges based on performance.



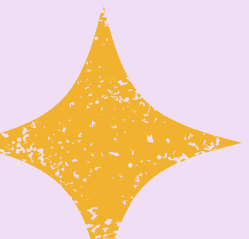
# Starting the activity

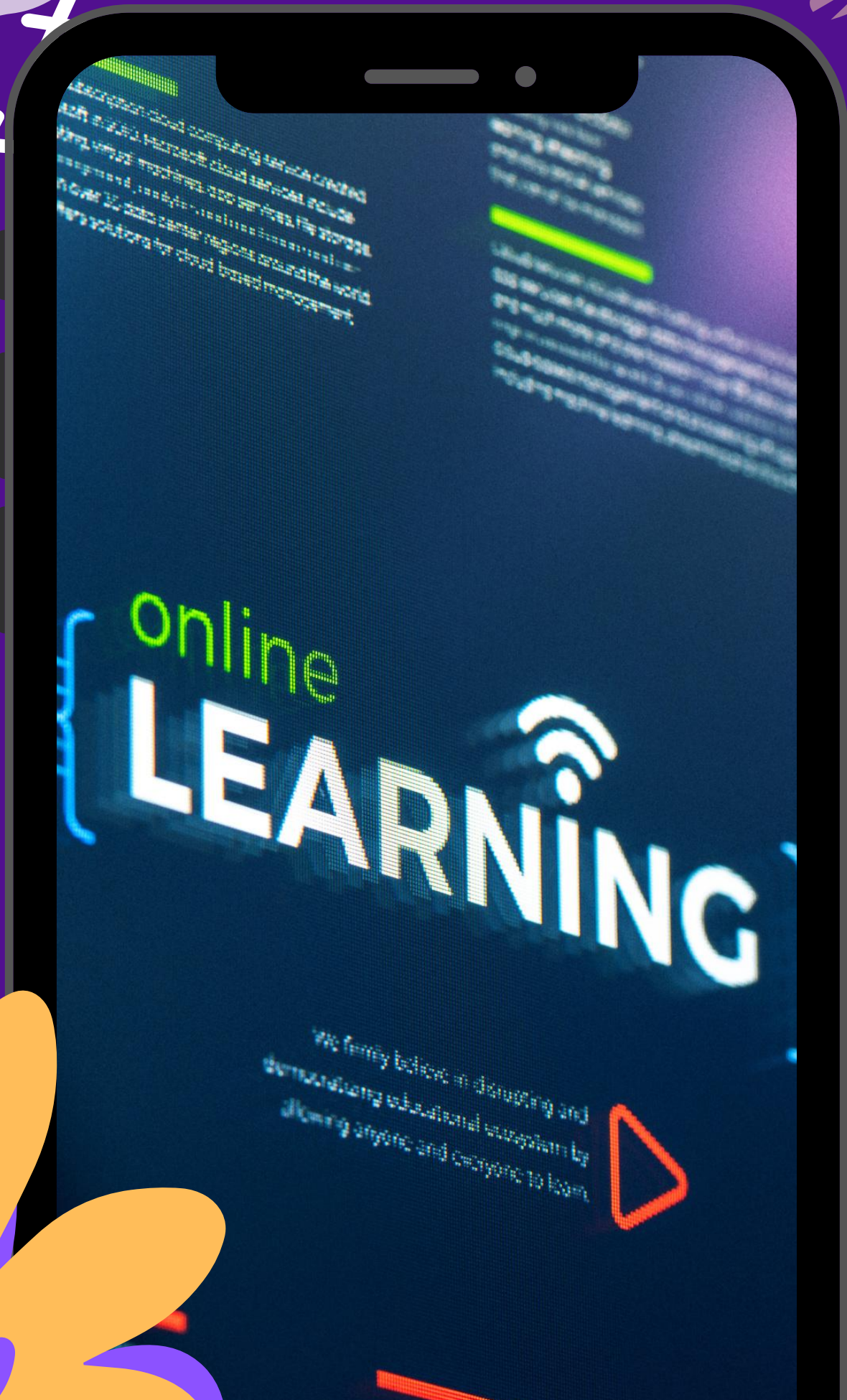
Learners start a lesson by clicking "Start". Exercises run directly in the browser without additional setup.



# Participant interaction

Participants practice typing individually at their own pace. Progress, accuracy, and speed improve through repetition and instant feedback.





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Credits:

Written materials: By Ljudska Univerza  
Lendava

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