

GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906



GamifiedEd



H5P

h5p.org

Introduction

H5P is an open-source tool that allows educators to create interactive HTML5 learning content for Teaching English as a Foreign Language.



CREATE, SHARE AND REUSE INTERACTIVE HTML5 CONTENT IN YOUR BROWSER

Try this 

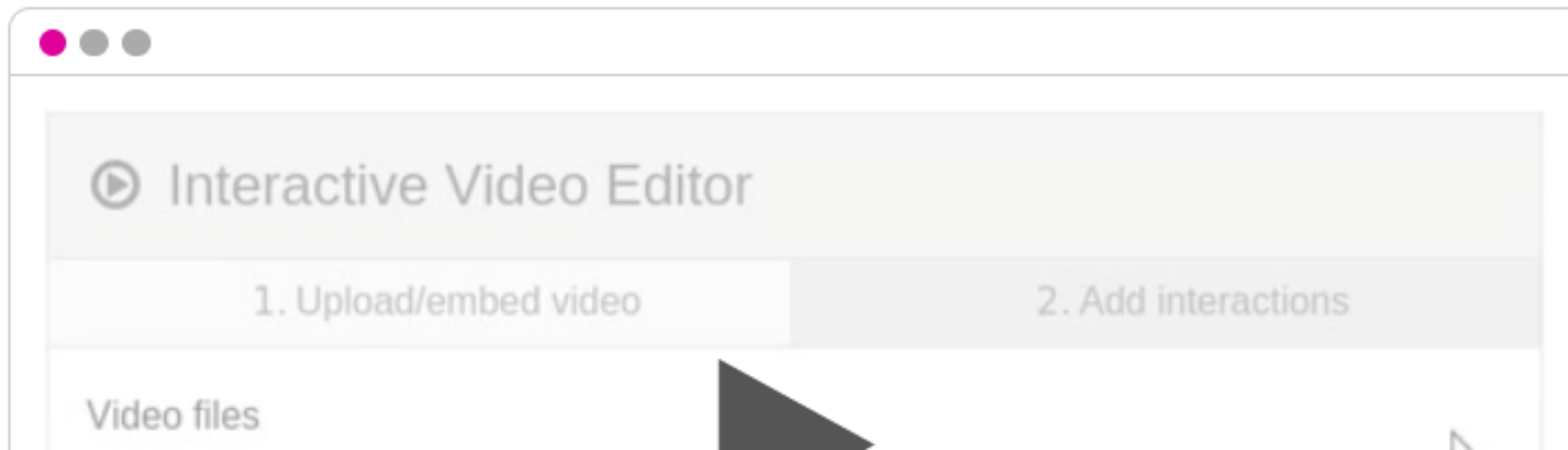


Time spent:

00:00:00

Card turns:

0

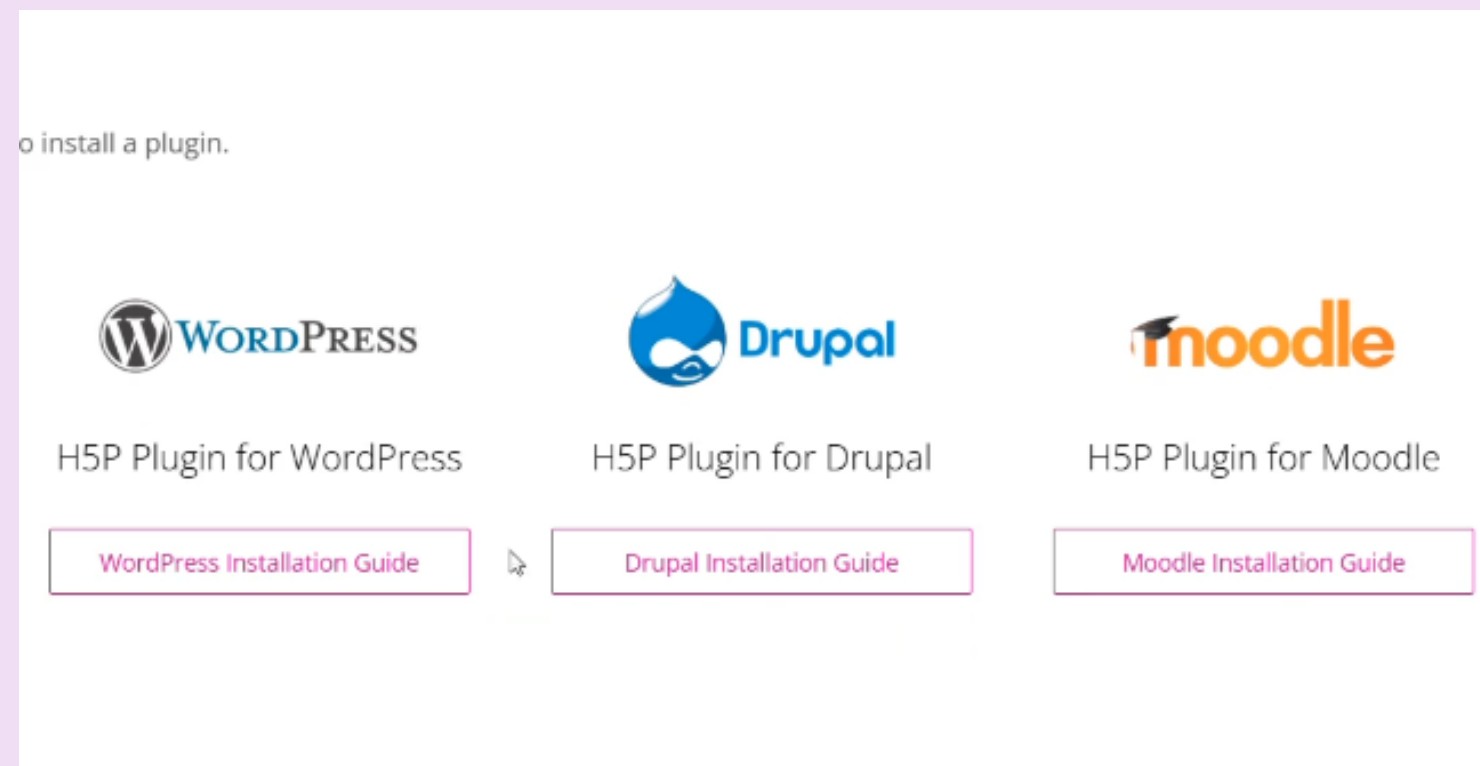
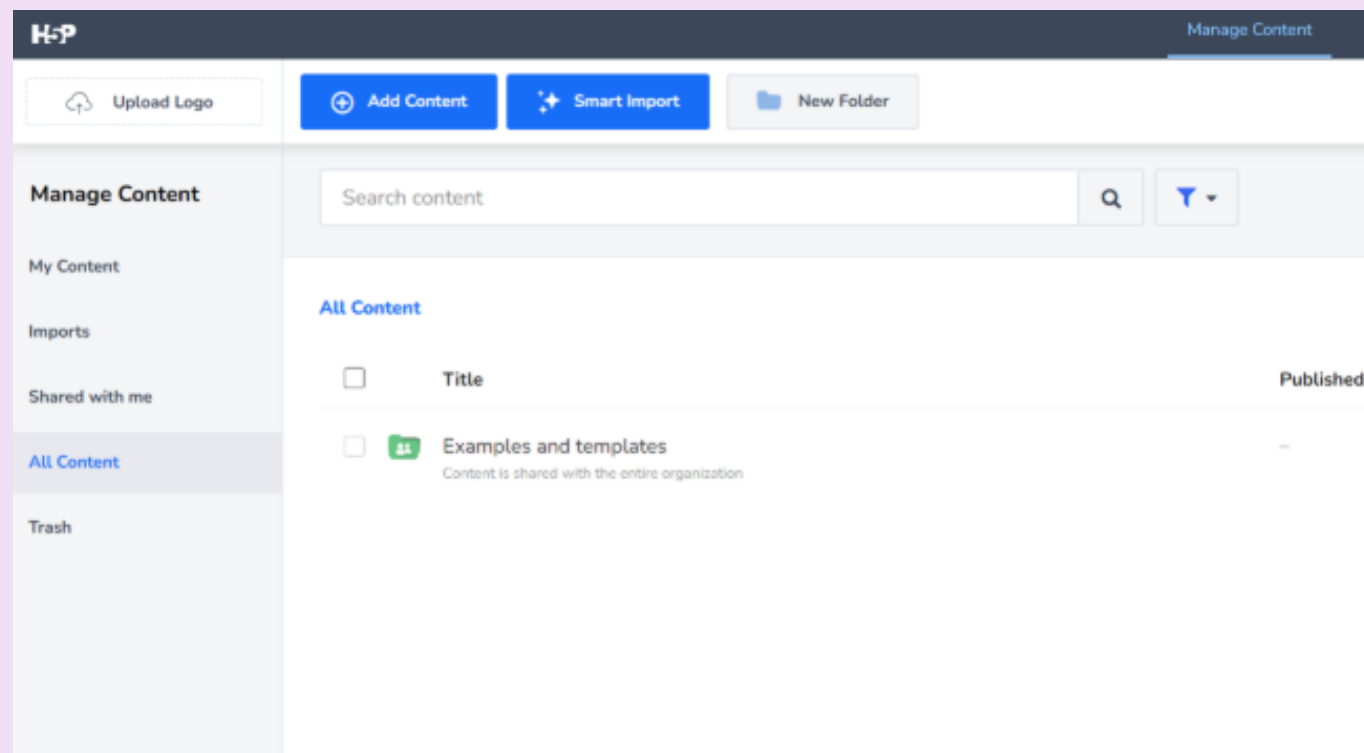


Create

Richer HTML5 Content in Existing Publishing Platforms

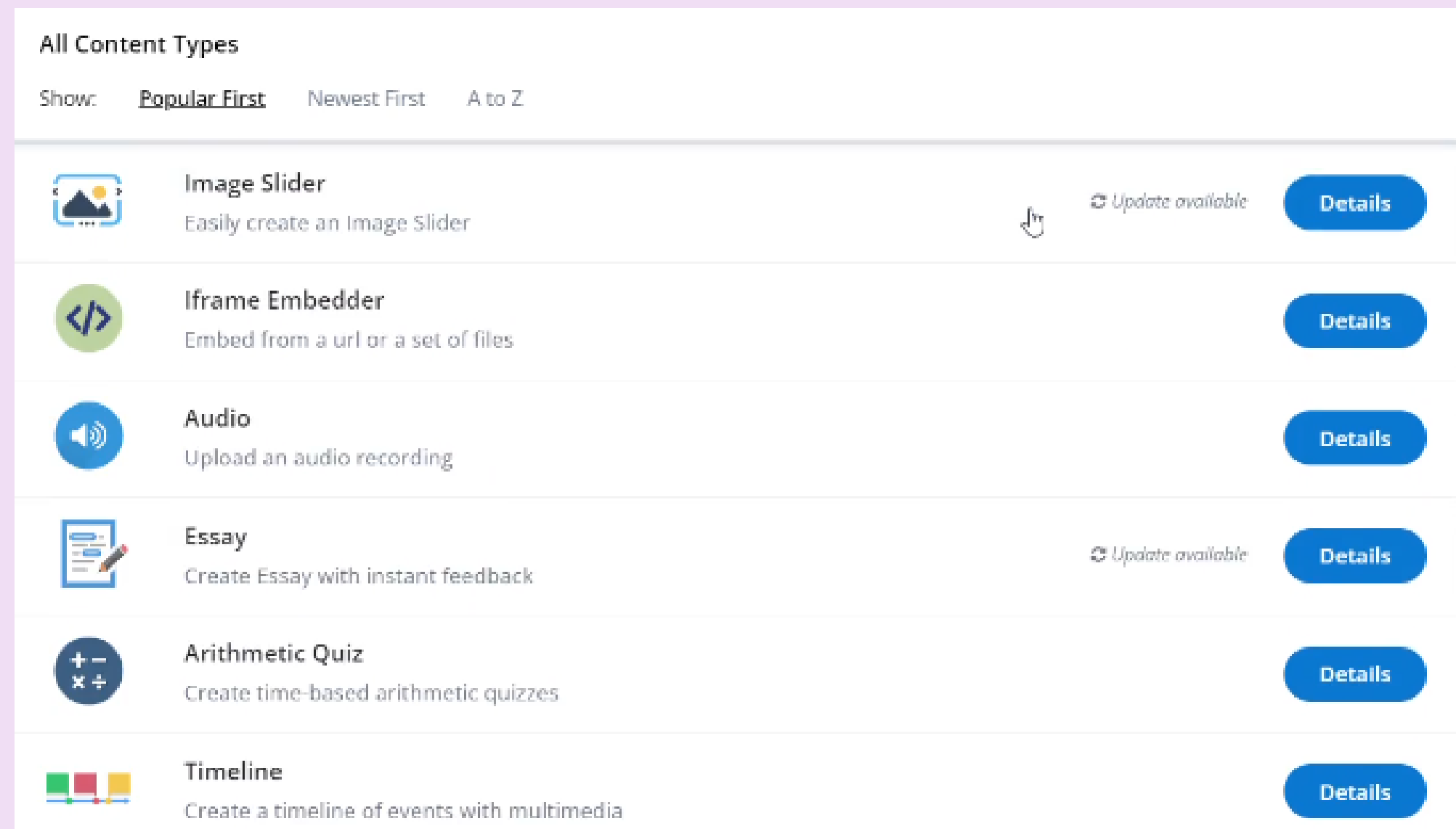
H5P learning environment

H5P is usually used within an H5P-enabled website or learning management system. Learners access activities directly online through the course platform.









Creating interactive content

Teachers create content using different H5P activity types, such as interactive videos, quizzes, presentations, and drag-and-drop tasks.

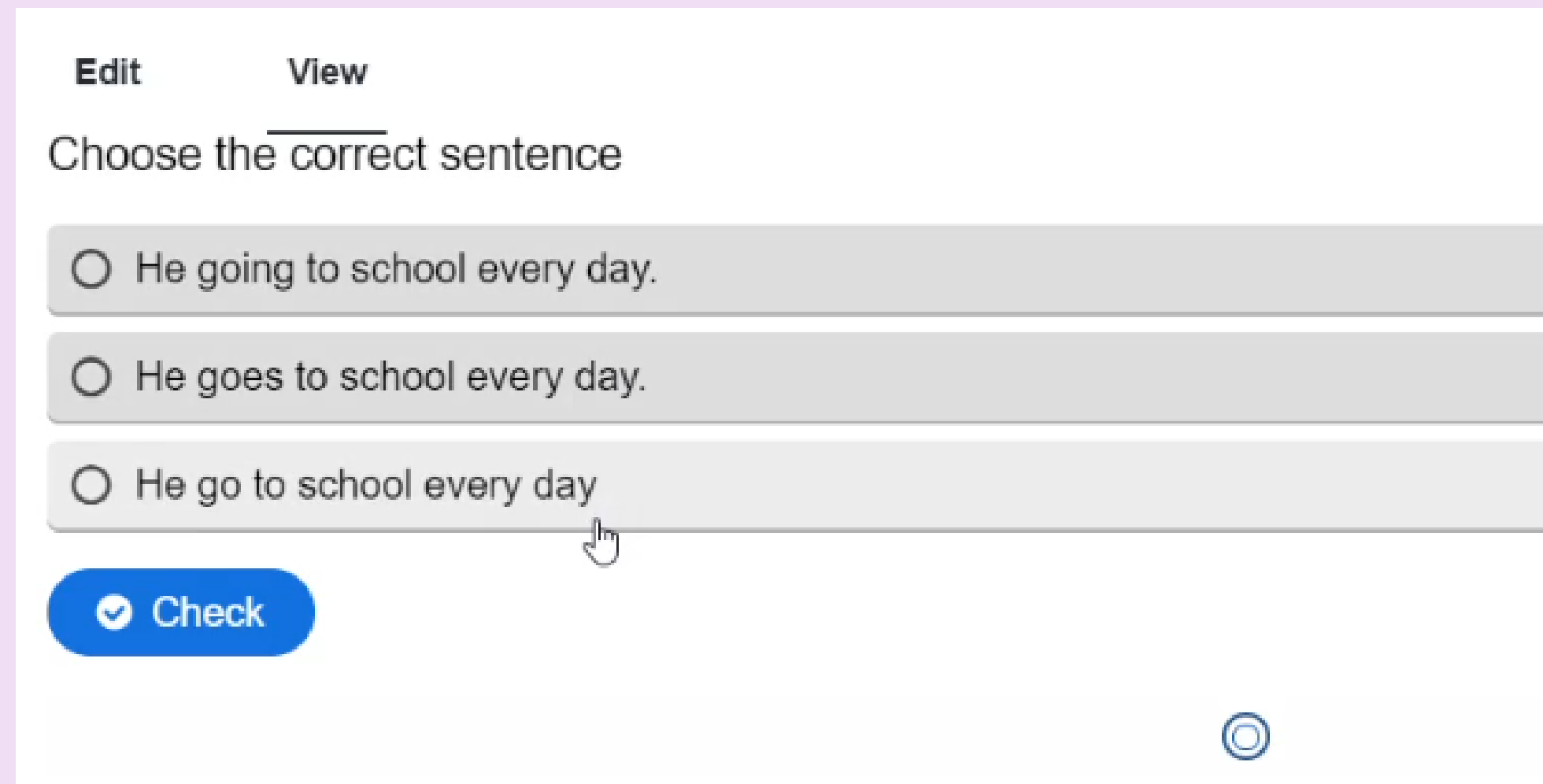


The screenshot displays the 'All Content Types' interface. At the top, there are sorting options: 'Show: Popular First', 'Newest First', and 'A to Z'. Below this is a list of activity types, each with an icon, a title, a brief description, and a 'Details' button. Some items also have an 'Update available' notification.

Icon	Activity Type	Description	Update Available	Action
	Image Slider	Easily create an Image Slider	Update available	Details
	Iframe Embedder	Embed from a url or a set of files		Details
	Audio	Upload an audio recording		Details
	Essay	Create Essay with instant feedback	Update available	Details
	Arithmetic Quiz	Create time-based arithmetic quizzes		Details
	Timeline	Create a timeline of events with multimedia		Details

Content adaptability

H5P content is highly adaptable. Teachers can configure feedback, retries, and branching, and reuse activities through import and export options.



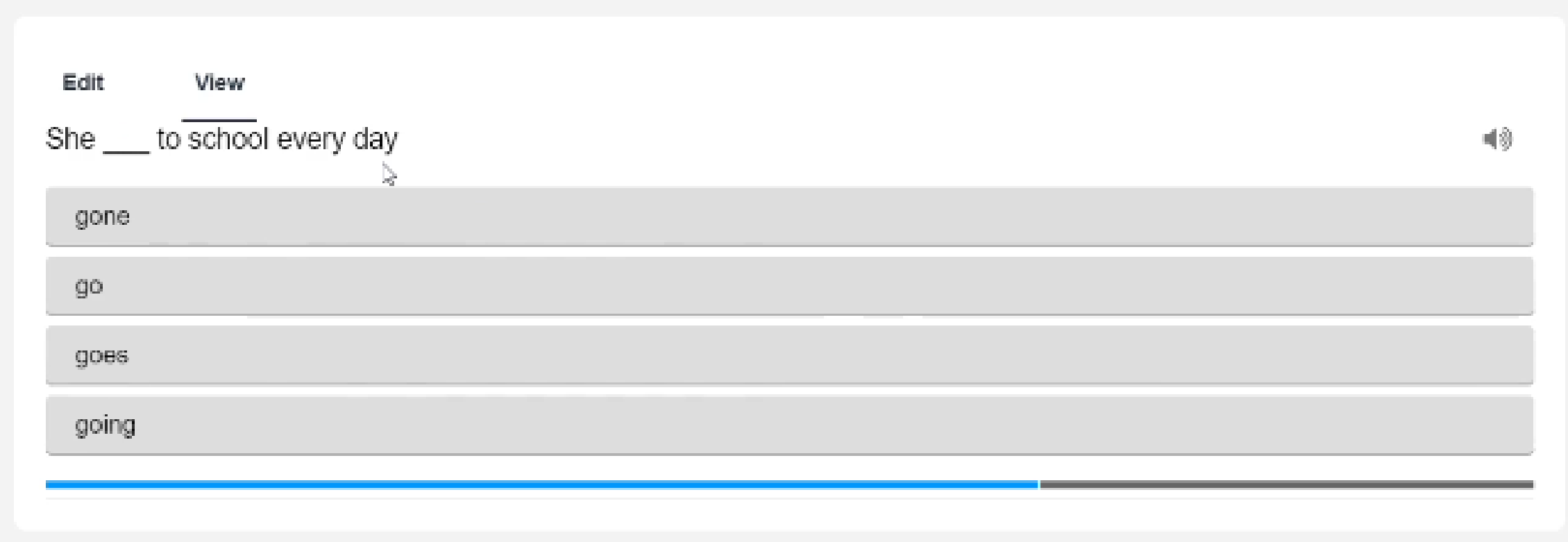
The screenshot displays an H5P activity interface. At the top, there are two tabs: "Edit" and "View", with "View" being the active tab. Below the tabs, the instruction "Choose the correct sentence" is shown. There are three radio button options, each in a light gray box:

- He going to school every day.
- He goes to school every day.
- He go to school every day

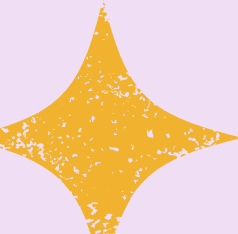
A mouse cursor is hovering over the third option. At the bottom left, there is a blue button with a checkmark icon and the text "Check". At the bottom right, there is a small blue copyright symbol icon.

Supporting language skills

H5P supports listening, reading, vocabulary, and grammar practice. Multimedia elements help learners engage with English through varied learning formats.

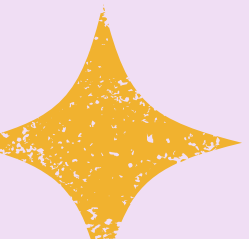
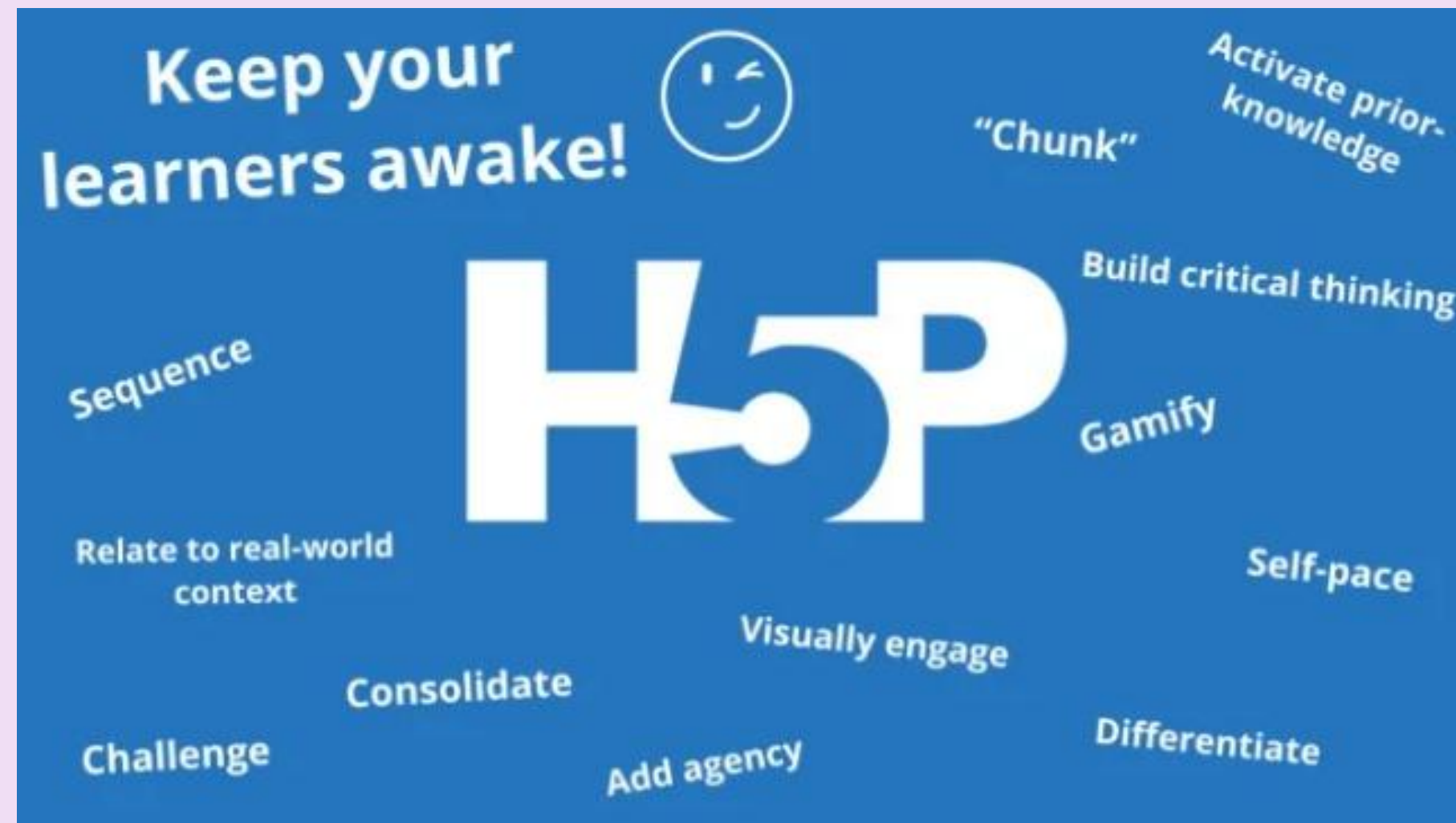


The screenshot shows a user interface for a grammar exercise. At the top, there are two buttons: "Edit" and "View", with "View" being the active button. Below the buttons is a text prompt: "She ___ to school every day". To the right of the prompt is a speaker icon. Below the prompt are four horizontal input fields containing the following options: "gone", "go", "goes", and "going". A blue progress bar is visible at the bottom of the interface.



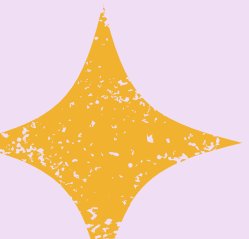
Learner interaction

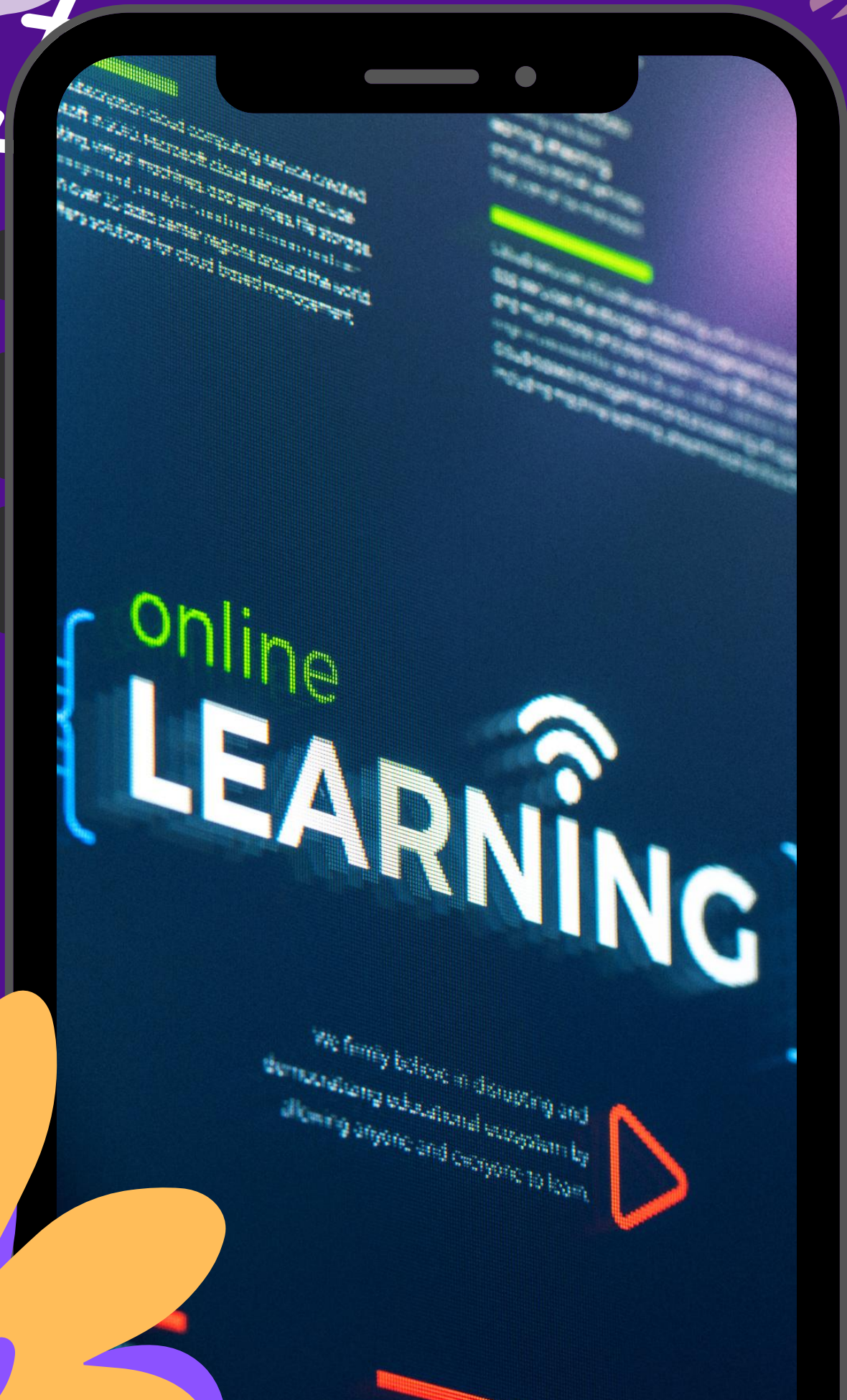
Learners interact with content at their own pace. Immediate feedback supports self-assessment and encourages active participation.



Use in Teaching English as a Foreign Language

In Teaching English as a Foreign Language, H5P is used to create self-paced modules, interactive listening tasks, and digital learning activities that support adult learners in blended and online education.





GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906

Credits:

Written materials: By Ljudska Univerza
Lendava

Graphics: By Canva

Visuals: H5P

Funded by the European Union.
Views and opinions expressed are
however those of the author(s)
only and do not necessarily
reflect those of the European
Union or Agency for Mobility and
EU Programmes (AMPEU). Neither
the European Union nor the
granting authority can be held
responsible for them..



GamifiedEd



Co-funded by
the European Union



PUČKO
OTVORENO
UČILIŠTE
ČAKOVEC



LJUDSKA UNIVERZA LENDA
V
NÉPI EGYETEM LENDVA

#Kayros

DIGITAL INNOVATION



ŽILINSKÁ UNIVERZITA
V ŽILINE