

gamifieded.pou-cakovec.hr

GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906



GamifiedEd



FACTiLE

playfactile.com


Introduction

Factile is a web-based quiz platform inspired by the Jeopardy game format. It supports learning English as a Foreign Language through competitive and interactive revision activities.



Online Jeopardy game maker for classroom topic reviews

Now with **Buzzer Mode** – for in the classroom and for remote learning

Sign Up 
SIGN UP FOR FREE

LOG IN 

Factile is the #1 online Jeopardy game maker for classroom topic reviews! Learn why [Factile is played by the best](#), and [get started now for free!](#)

- ✓ Create your own Jeopardy-style game in minutes
- ✓ Play Jeopardy-style, Multiple Choice, or as Classic Memory games
- ✓ Search from 2 million pre-made Jeopardy game templates
- ✓ Use and share online flashcards
- ✓ Play from your computer, tablet or phone
- ✓ Unique Buzzer Mode turns phones, tablets, computers into a Jeopardy game buzzer
- ✓ New – [Question Bank](#). Create bank of questions and create multiple games
- ✓ New – [AutoGen](#). Use Generative AI to assist in game creation

Public Games



Browse All Games


GEOGRAPHY JEOPARDY

CONTINENTS	OCEANS	RIVERS	PRESIDENTS	CLIMATE	MAPS
\$100	\$100	\$100	\$100	\$100	\$100
\$200	\$200	\$200	\$200	\$200	\$200
\$300	\$300	\$300	\$300	\$300	\$300
\$400	\$400	\$400	\$400	\$400	\$400
\$500	\$500	\$500	\$500	\$500	\$500

It's free, easy and loads of fun!

Play Demo Game

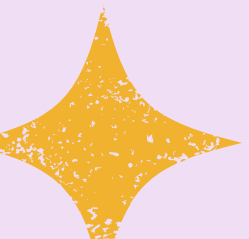
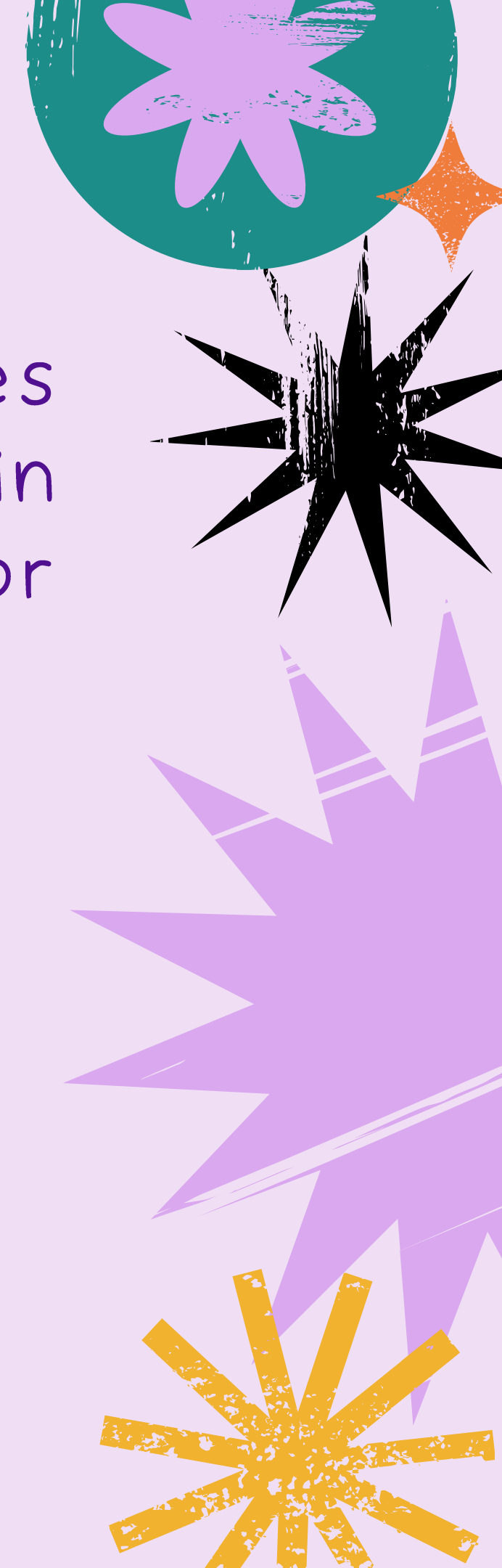





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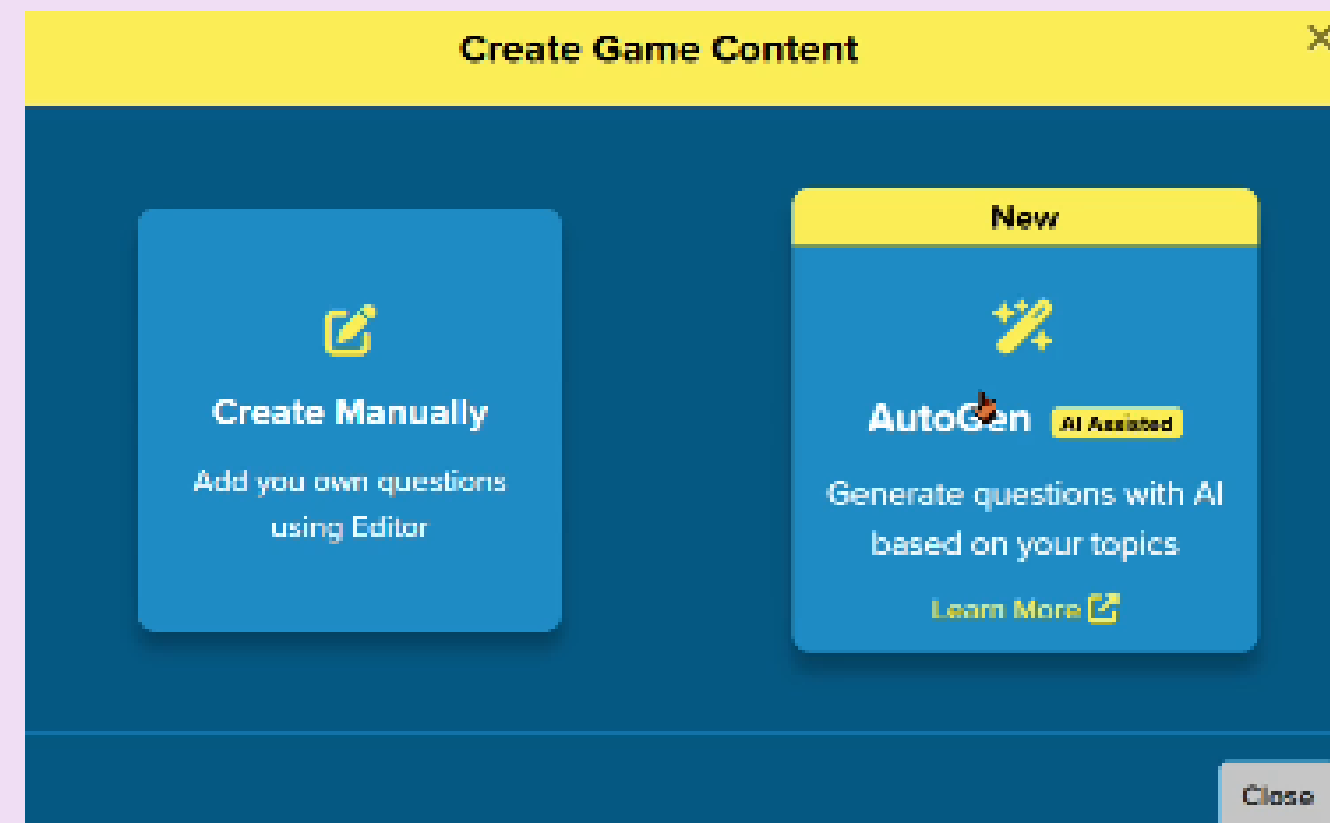
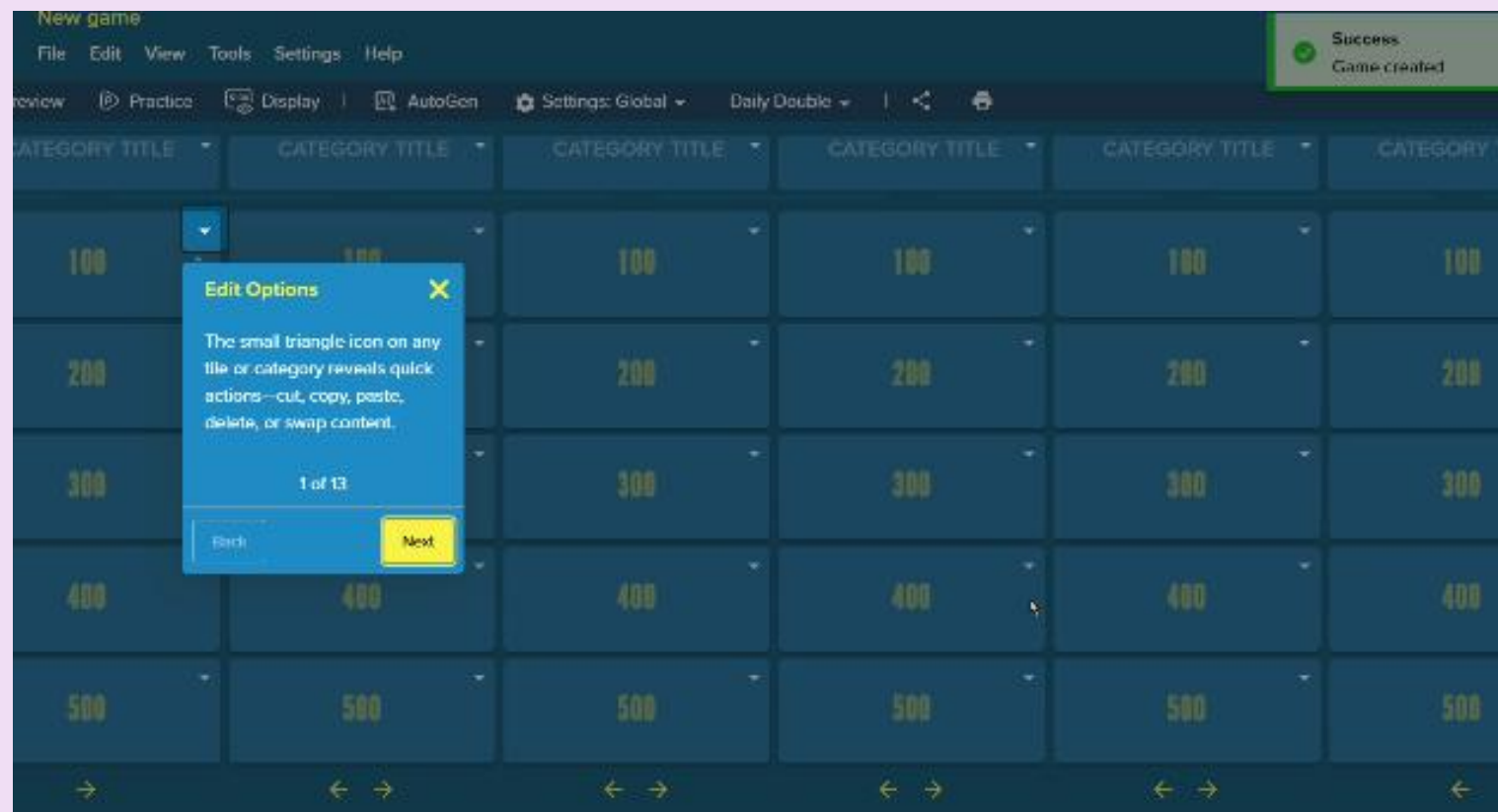
Factile learning environment

Factile runs directly in a web browser and does not require installation. Learners participate in games using a shared screen in the classroom or online.



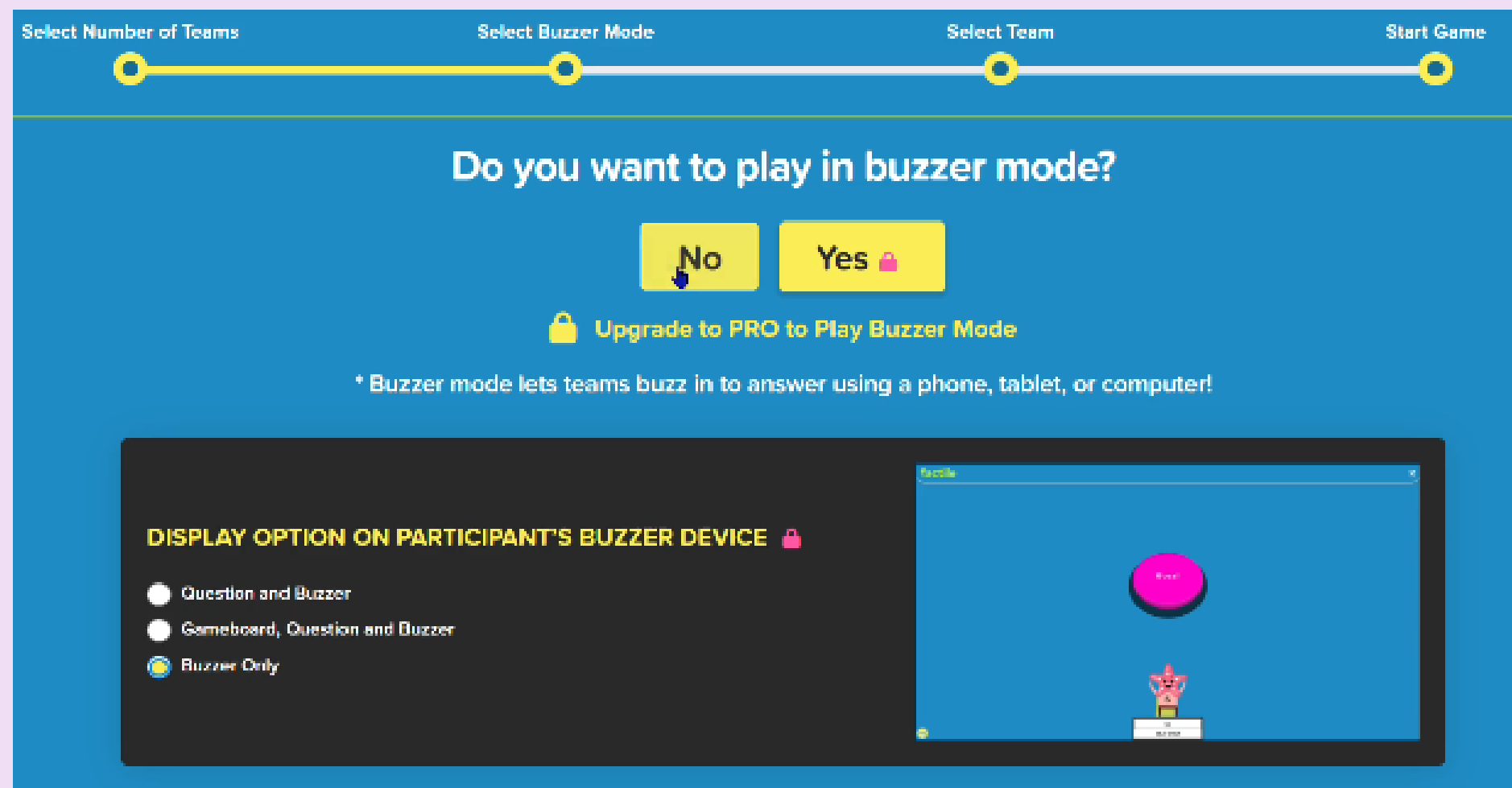
Creating a game board

Teachers create customizable game boards with categories and questions. Content can focus on vocabulary, grammar, functional language, or professional terminology.

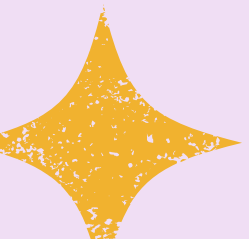


Game-based learning experience

Learners work individually or in teams to answer questions and earn points. The competitive format increases engagement and encourages active participation.



The screenshot shows a game setup interface with a progress bar at the top containing four steps: "Select Number of Teams", "Select Buzzer Mode", "Select Team", and "Start Game". The current step is "Select Buzzer Mode", which asks "Do you want to play in buzzer mode?". There are two buttons: "No" and "Yes" (which is locked). Below the buttons is a message: "Upgrade to PRO to Play Buzzer Mode". A note below that says: "* Buzzer mode lets teams buzz in to answer using a phone, tablet, or computer!". At the bottom, there is a section titled "DISPLAY OPTION ON PARTICIPANT'S BUZZER DEVICE" with three radio button options: "Question and Buzzer", "Gameboard, Question and Buzzer", and "Buzzer Only" (which is selected). To the right of these options is a preview window showing a "Buzz" button on a device screen.



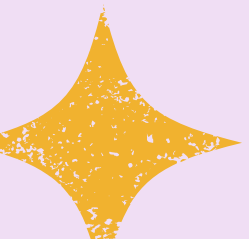
Flexible use and adaptation

The teacher controls difficulty, pace, and rules. Games can be adapted for quick warm-ups, revision sessions, or formative assessment with adult learners.



Learner interaction

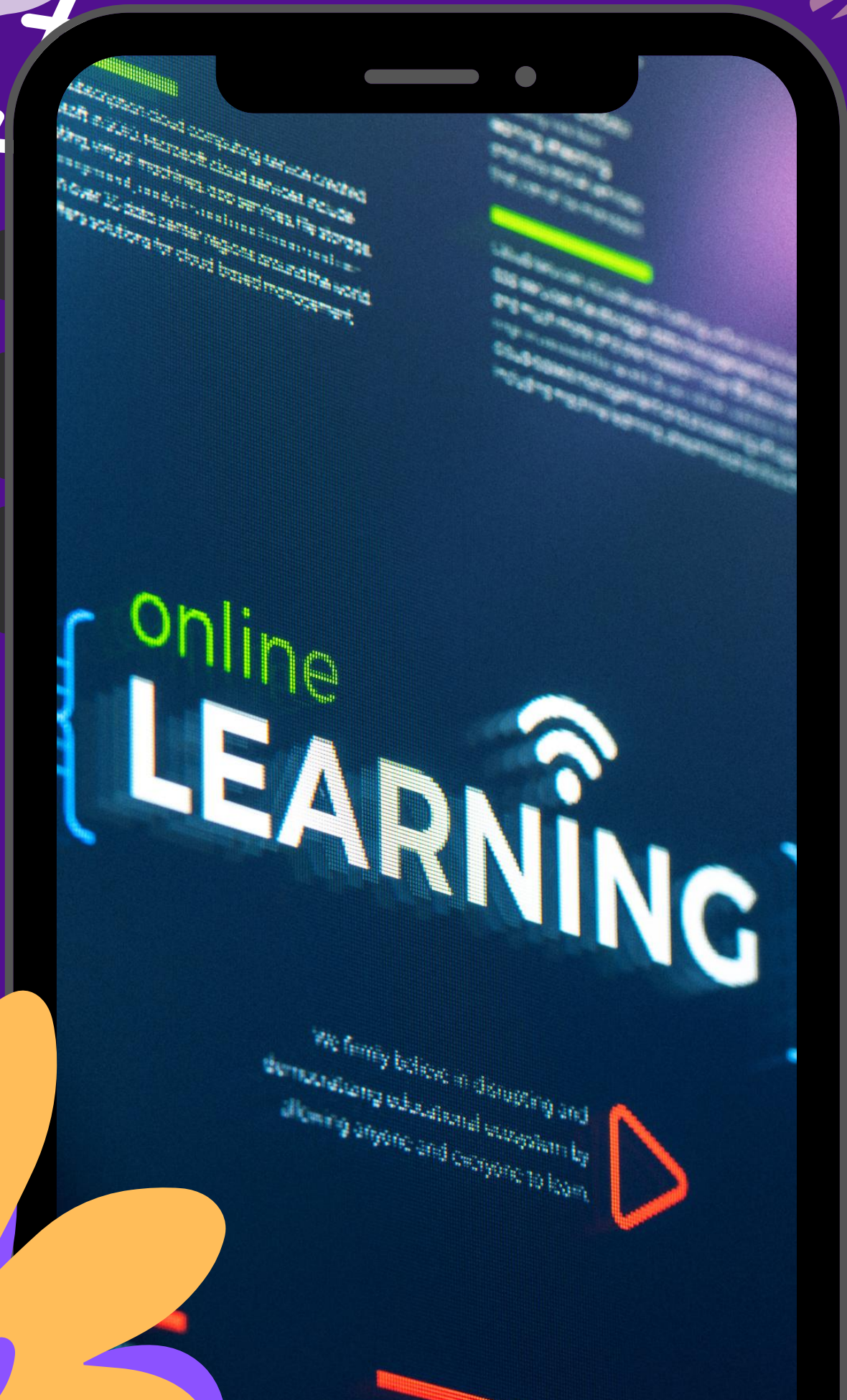
Learners discuss answers, recall information, and practise speaking before responding. This supports collaboration and communicative use of English.



Use in Teaching English as a Foreign Language

In Teaching English as a Foreign Language, Factile is used for vocabulary revision, grammar consolidation, and ESP practice, turning traditional review activities into an interactive and motivating learning experience for adults.





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Credits:

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