

# GamifiedEd: Igrifikacija v izobraževanju odraslih

2025-1-HR01-KA220-ADU-000351906



**GamifiedEd**

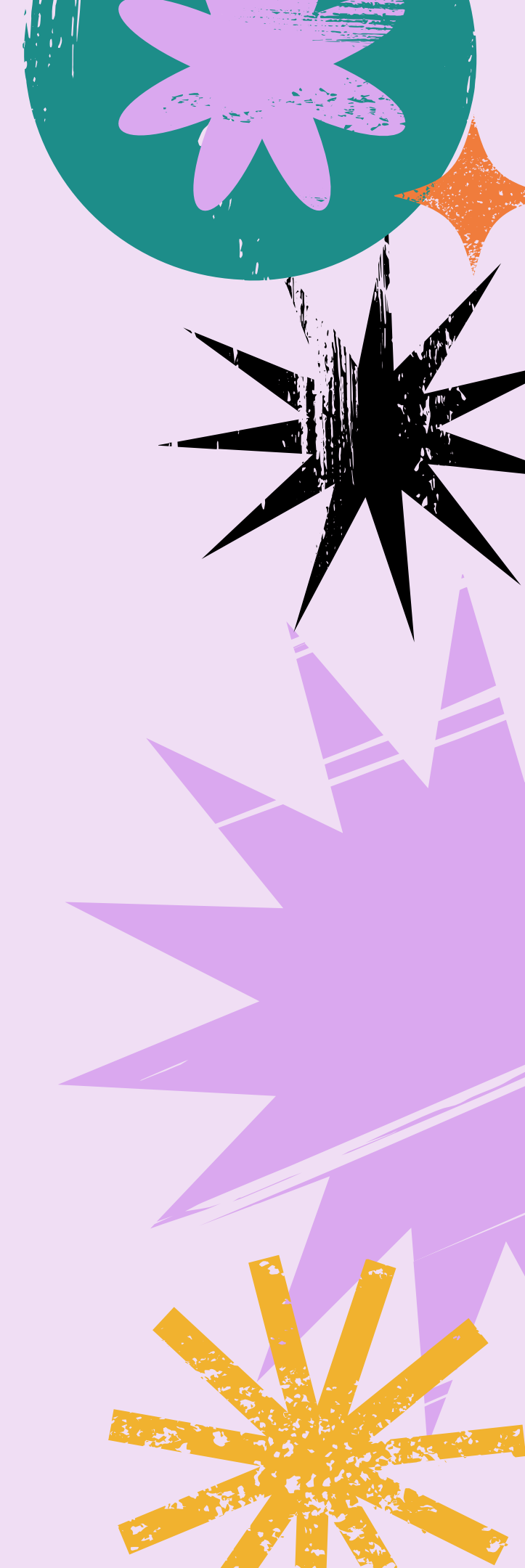


# Slido

slido.com

# Uvod

Slido je interaktivno orodje, ki omogoča predavateljem ustvarjanje kvizov v živo za sodelovanje občinstva med predstavitvami.



Joining as a participant?

# Enter code here



# The easiest way to make your meetings interactive

Engage your participants with live polls, Q&A, quizzes and word clouds — whether you meet in the office, online or in-between.

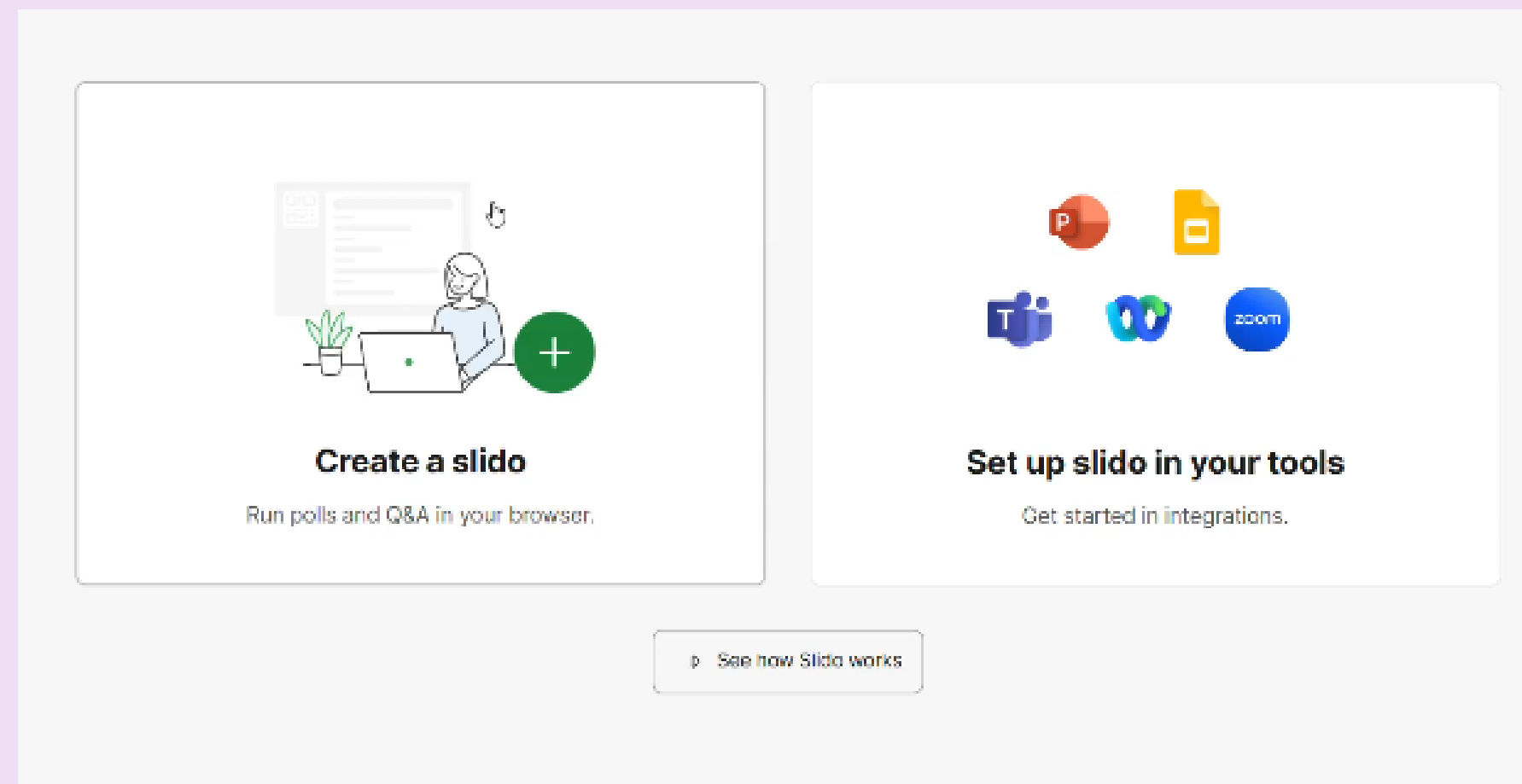
Get started for free



Meeting

# Slido uradna spletna stran

Na domači strani Slido se predavatelji prijavijo v svoj račun in upravljajo dogodke prek nadzorne plošče.



# Ustvarjanje novega Slida


S klikom na »Create event« uporabniki v Slido ustvarijo nov dogodek, kjer bo gostovan kviz.

### Create your slido

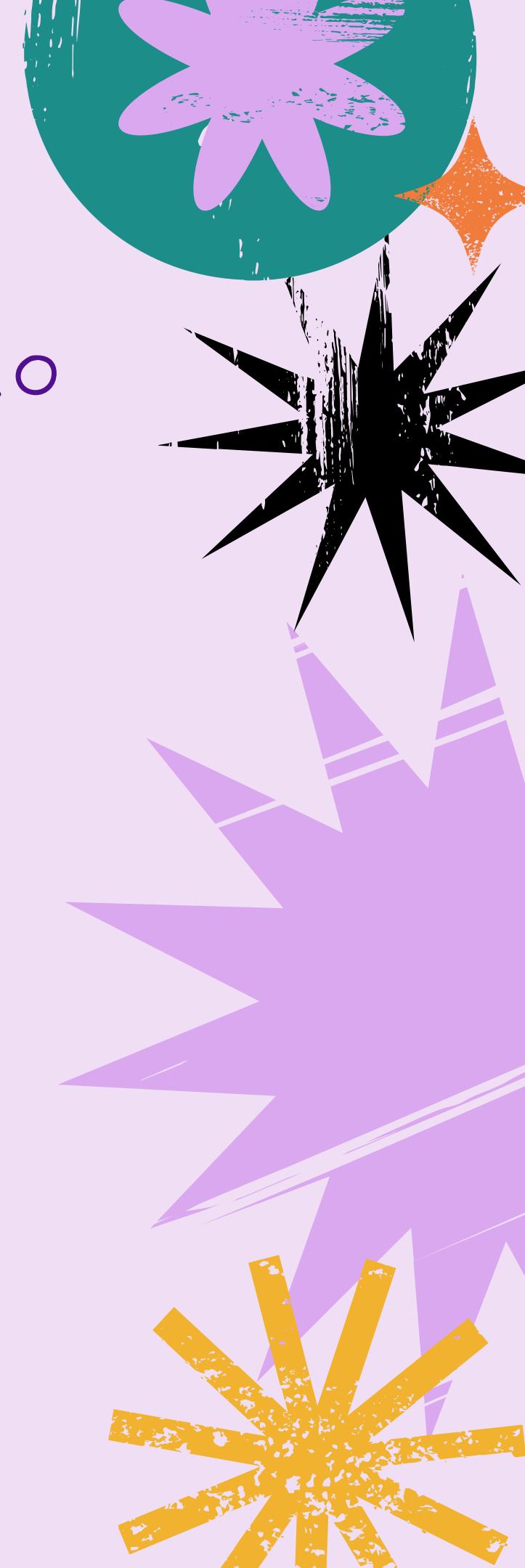
Give your slido a name

Start date

End date

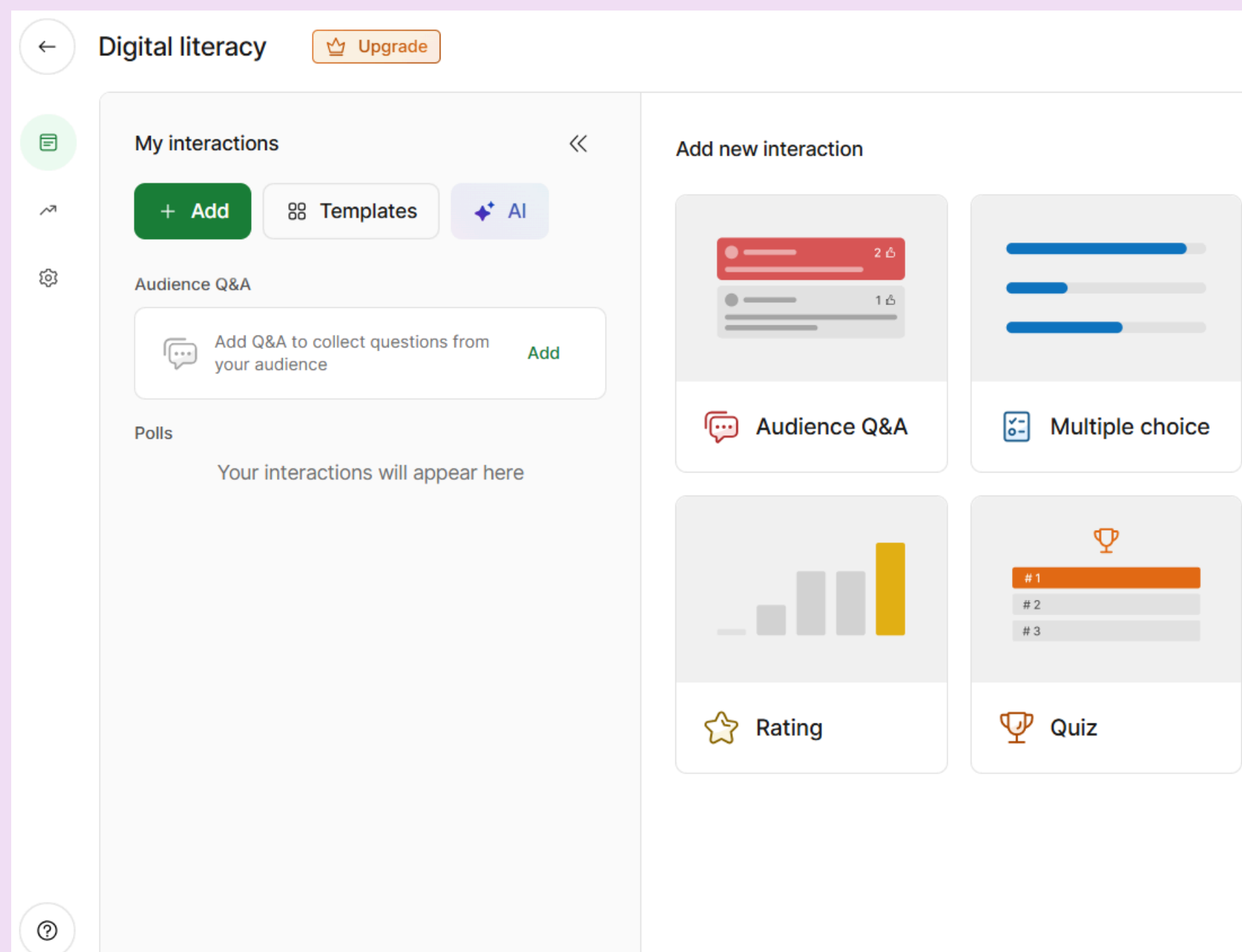
 Anyone with the code or link can participate

Cancel **Create slido**



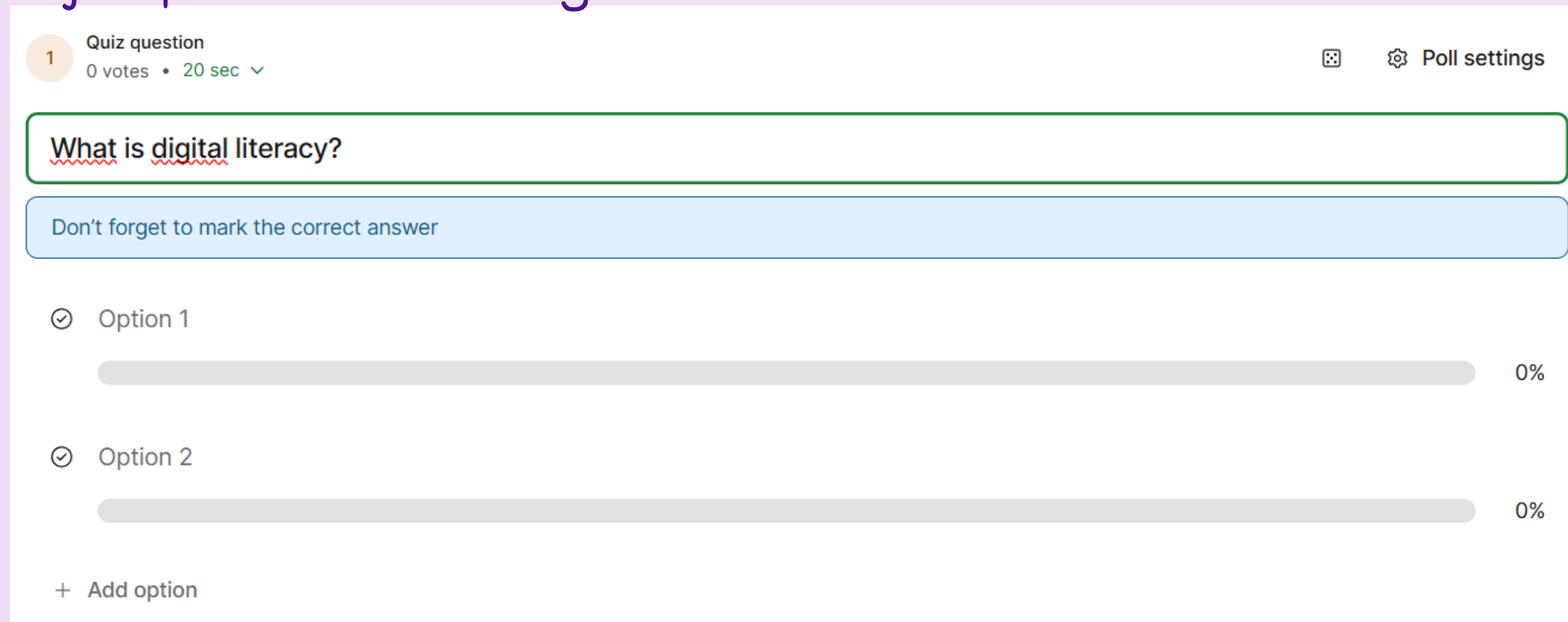
# Izbira načina stvaranja

Znotraj dogodka uporabniki v Slido izberejo »Quiz« kot vrsto interakcije.



# Urejanje vprašanja

V urejevalniku kviza uporabniki v Slido napišejo vprašanje, dodajo možnosti odgovorov in označijo pravičen odgovor.



The screenshot displays the Slido quiz editor interface. At the top, it shows '1 Quiz question' with '0 votes' and a '20 sec' timer. A 'Poll settings' button is visible in the top right. The question text is 'What is digital literacy?'. Below the question, a light blue box contains the instruction 'Don't forget to mark the correct answer'. There are two options listed: 'Option 1' and 'Option 2', each with a radio button and a progress bar showing 0%. A '+ Add option' button is at the bottom left.

1 Quiz question  
0 votes • 20 sec

What is digital literacy?

Don't forget to mark the correct answer

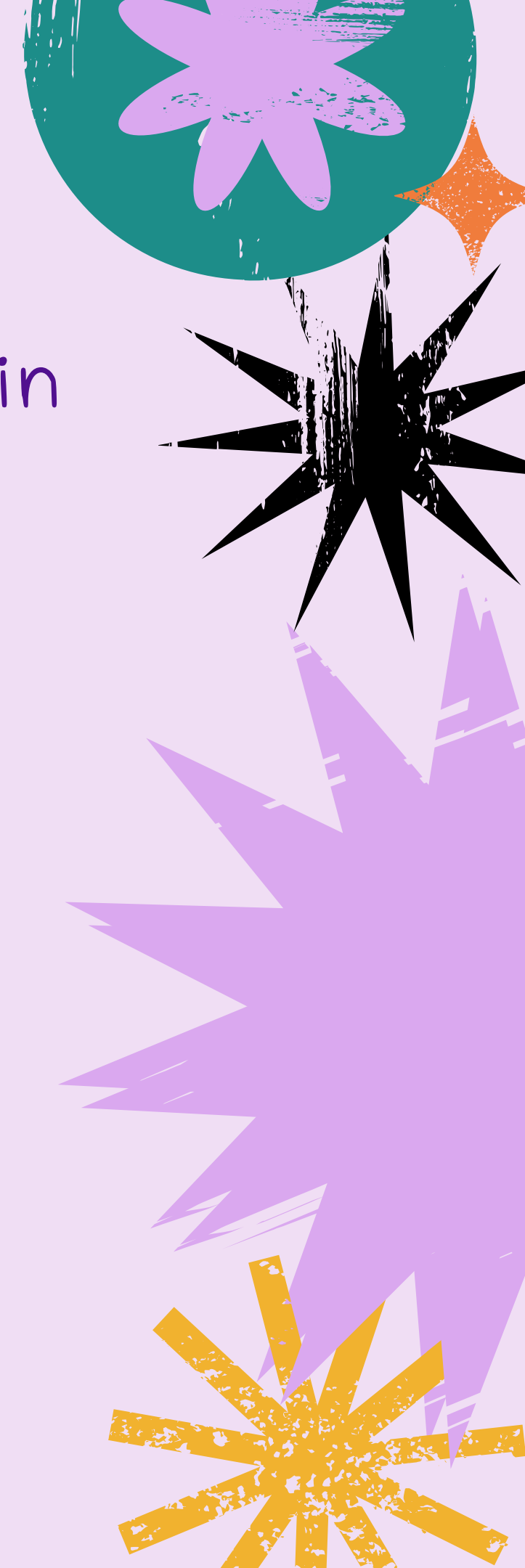
Option 1 0%

Option 2 0%

+ Add option

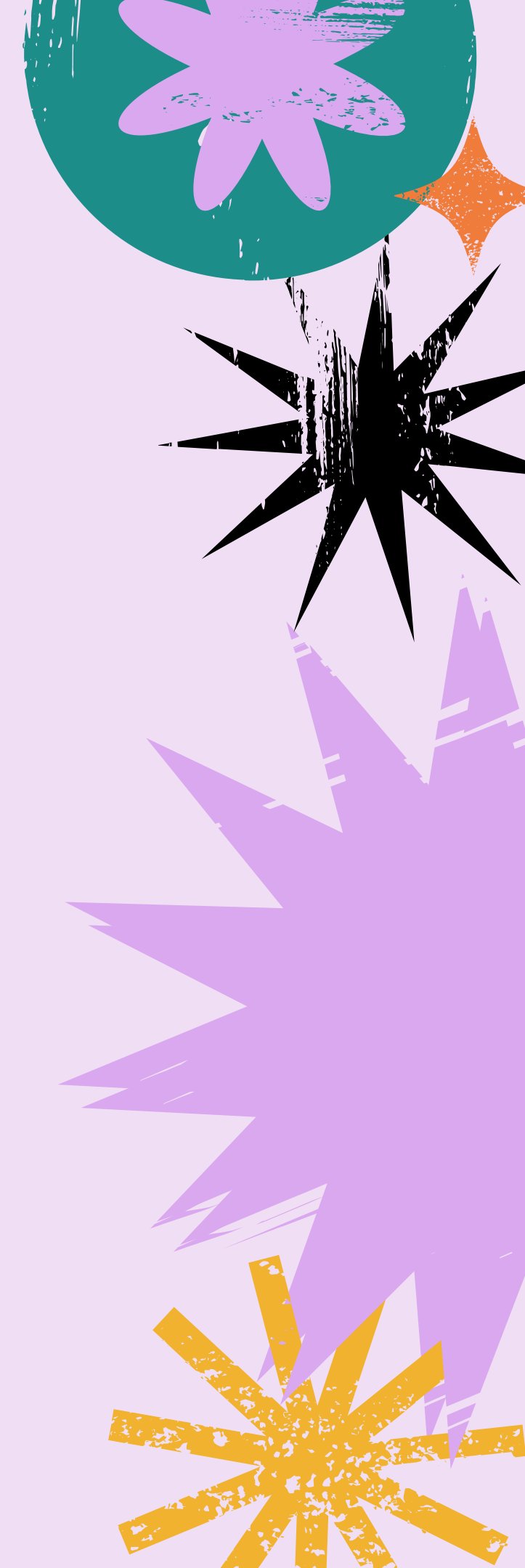
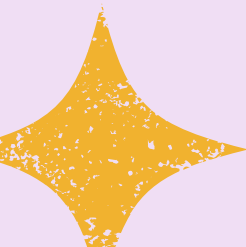
# Primer vprašanja

Udeleženci v Slido vidijo vprašanje v živo in izberejo svoj odgovor s pomočjo svojih naprav.



# Začetek kviza

Kviz se zažene v Slido, udeleženci pa se pridružijo z uporabo kode dogodka ali QR kode.



# Interakcija udeležencev

Udeleženci v Slido odgovarjajo na vprašanja v realnem času, rezultati pa se takoj prikažejo na zaslonu.





# GamifiedEd: Gamification in adult education

2025-1-HR01-KA220-ADU-000351906

Credits:

Written materials: By Ljudska Univerza  
Lendava

Graphics: By Canva

Visuals: Slido

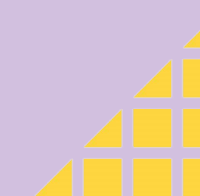
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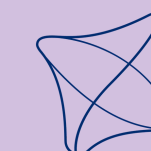
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