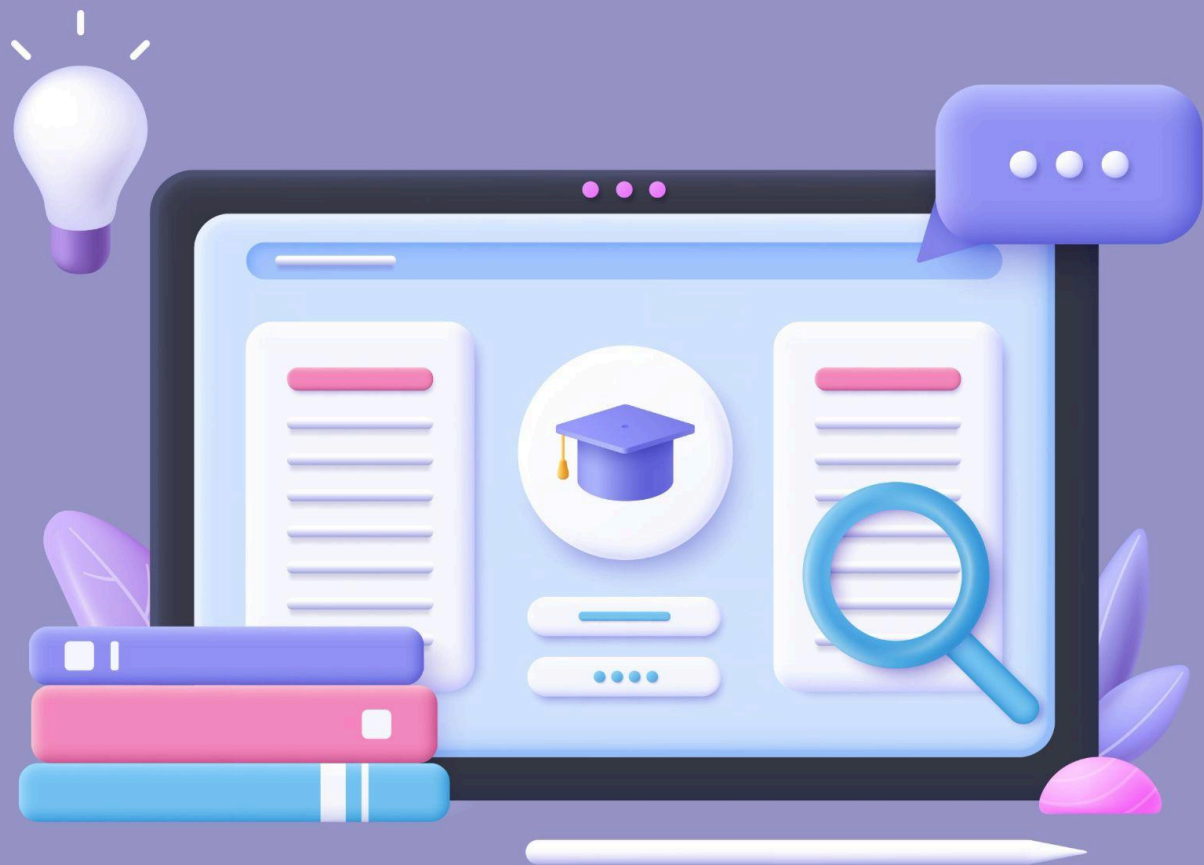




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Report on Collection and Analysis of Currently Available Gamification Tools



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Summary: Within the Gamification in Adult Education project, partners from Spain, Slovakia, Slovenia, and Croatia prepared a report on the collection and analysis of currently available digital tools for adult learning. Each partner selected six tools and described them in detail, focusing on their applicability in three key areas: digital literacy, teaching English as a foreign language, and fostering self-motivation and soft skills. The analysis highlighted that the selected tools effectively support gamification elements such as interactivity, engagement, collaboration, and immediate feedback. The collected examples of gamification tools provide a solid foundation for the further development of innovative learning activities and educational materials for adult education.

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1 Introduction

This report was prepared within the Erasmus+ project GamifiedEd: Gamification in Adult Education, which aims to explore and promote the use of gamification and digital tools in adult learning environments. In response to the growing need for engaging, flexible, and learner-centred approaches in adult education, project partners from Croatia, Slovenia, Spain, and Slovakia collected and analysed currently available digital tools that support learning through gamified and interactive methods.

The main objective of this report is to identify, describe, and evaluate digital tools that can be effectively used in adult education across three key categories: digital literacy, teaching English as a foreign language, and raising self-motivation through soft skills development. Each partner selected 2 tools in each category based on their relevance, accessibility, and practical applicability in adult learning contexts. The tools were analysed using a common framework, focusing on their main characteristics, advantages, limitations, required digital skills, and possible educational uses.

By presenting concrete examples of gamification tools, this report aims to support adult educators, trainers, and institutions in selecting appropriate digital tools and integrating gamification elements into their teaching. The findings provide a foundation for the development of innovative learning activities and educational materials within the GamifiedEd project and beyond.



2 Overview of Tools by Category

The digital tools analysed in this report are presented in three thematic categories. Within each category, tools are described using a unified analytical framework.

2.1 Category: Digital Literacy

In this category, partners analyzed digital tools that support the development of digital literacy in adult education through interactive and gamified approaches.

2.1.1 Tool 1: Kahoot!

Tool name	Kahoot! (https://kahoot.com/)
Type	Digital tool / Online platform / Game-based learning platform
Short Description	Kahoot! is an interactive online platform that allows users to create and play quizzes, surveys, and learning games. It is designed to engage participants in real-time using their devices (computers or mobile devices) and compete based on points and response speed. With its colorful, dynamic interface and competitive elements the learning is more active, motivating and interactive. The platforms offer ready-made quizzes as well as the option to create your own, so it can be adaptable to various topics and skill levels. It also supports individual and team modes, which makes it suitable for group learning and collaborative activities.
Accessibility	Freemium – basic version is free; premium versions available with advanced features
Platform	Web / iOS / Android / Cross-platform
Required IT Skills	Minimal – Basic digital literacy: using a computer/tablet, navigating a web browser, quick reading, and selecting answers.
Type of Activity	Quiz / Game / Survey / Team competition
Adaptability	Kahoot! is highly adaptable, allowing users to adjust the question difficulty, time limits for responses, and task types (e.g., multiple choice, true/false, images). Instructors can customize content to different languages, proficiency levels, ages, or learner interests. The platform supports both creating fully customized quizzes and modifying existing ones. Activities can be conducted individually or in teams, making it suitable for various subjects and learning styles. It also offers visual and multimedia adaptability, allowing the inclusion of images, videos, or audio in questions to accommodate different learning styles. Quizzes can be run in real time (live) or as homework/challenge activities, adapting to different schedules and learning environments.



Advantages	<p>Motivates learners through gamification, competition, and instant feedback, increasing participation and engagement.</p> <p>Highly customizable content: adjustable question difficulty, time limits, and task types to suit different learning objectives and interests.</p> <p>User-friendly interface, allowing instructors and learners to navigate the platform with minimal technical knowledge.</p> <p>Supports individual or group participation, fostering collaboration and social learning.</p> <p>Flexible delivery: can be used in live sessions, as homework, or as challenge activities.</p> <p>Suitable for a wide variety of subjects.</p>
Disadvantages/ Limitations	<p>The free version has limited features and it requires internet access.</p> <p>focuses mainly on knowledge recall rather than deep learning or more complex tasks.</p> <p>Time pressure may stress some learners</p>
Possible Use in Adult Education	<p>Assessment of digital skills: can serve as a quick tool to check how well adults already master basic digital skills (e.g., using a browser, typing, navigating the web).</p> <p>Introducing digital tools:familiarizing adults with the use of online platforms, applications, and other interactive tools</p> <p>Practicing basic digital skills: participants practice using computers, mobile phones, browsers, selecting answers, speed reading, and navigating digital interfaces</p> <p>Engaging learning environment: reducing fear of technology</p>

2.1.2 Tool 2: Mentimeter

Tool name	Mentimeter (https://www.mentimeter.com/)
Type	Digital tool / Online platform / Interactive presentation tool
Short Description	Mentimeter is an interactive presentation platform that allows users to create polls, quizzes, word clouds, Q&A sessions, and other real-time engagement activities. Participants respond using their own devices, making presentations more dynamic, inclusive, and collaborative.
Accessibility	Freemium – basic features are free; advanced features available with paid plans
Platform	Web / iOS / Android / Cross-platform
Required IT Skills	Minimal – participants only need a device and an internet connection; creators need basic computer skills
Type of Activity	Poll / Quiz / Word Cloud / Q&A / Feedback Collection / Interactive Exercise



Adaptability	Mentimeter is highly adaptable, allowing creators to customize question types, difficulty levels, language, and visual layout. Content can easily be tailored to different knowledge levels, group sizes, and learning goals. It supports a wide range of formats (multiple choice, ranking, scales, open-ended questions, word clouds), making it suitable for different target groups and diverse educational or training settings.
Advantages	Mentimeter is easy to use, encourages participation from all learners, and works well for both small and large groups. It offers visually appealing results and anonymous responses, which help increase engagement.
Disadvantages/ Limitations	The free version has limited features, and all participants need internet access. It is less suitable for complex content, and the level of interaction depends on the presenter's skills.
Possible Use in Adult Education	Mentimeter can be used to collect learner feedback, assess prior knowledge, check understanding, stimulate discussion, and increase engagement during workshops, courses, or seminars. It is ideal for icebreakers, reflective exercises, votes, surveys, and interactive presentations, making adult learning more participatory and motivating.

2.1.3 Tool 3: ClassQuiz

Tool name	ClassQuiz (https://classquiz.de/)
Type	Digital tool / Online platform / Game-based learning platform (open-source quiz tool).
Short Description	ClassQuiz is a web-based quiz platform (similar to Kahoot) where trainers create quizzes and adult learners join on their own devices to answer in real time. It provides rankings and allows quiz results to be downloaded for formative assessment.
Accessibility	Free (open source) – completely cost free; can also be self-hosted.
Platform	Web (browser); self-hostable.
Required IT Skills	Learners: Minimal. Trainers: Basic (Intermediate if self-hosting).
Type of Activity	Quiz / Game / Team competition / Formative assessment.
Adaptability	Customizable quizzes by topic and level; multilingual interface; suitable for live sessions and quick check-ins; results can be exported for follow-up.
Advantages	Cost-free and privacy-friendly (no tracking). No artificial player limit; suitable for large groups. Self-hostable for institutional control. Downloadable results support feedback and assessment.



Disadvantages/ Limitations	Requires devices and stable internet. Smaller ecosystem of ready-made content than some commercial platforms. Self-hosting requires technical maintenance.
Possible Use in Adult Education	Quick diagnostics of digital literacy and confidence. Gamified practice of online safety (e.g., phishing, passwords) and digital workflows. Engagement and feedback during blended sessions.

2.1.4 Tool 4: Genially

Tool name	Genially (https://genially.com/)
Type	Digital tool / Online platform / Interactive content and gamification authoring.
Short Description	Genially is a no-code authoring platform to create interactive learning experiences such as presentations, quizzes, escape games and branching scenarios. Content can be shared via link or embedded in an LMS/website. It is a very versatile, easy-to-use tool, with an ecosystem of templates shared by the users themselves, which allows for more dynamic adult classes.
Accessibility	Freemium – free plan available; advanced features on paid plans.
Platform	Web (browser).
Required IT Skills	Learners: Minimal. Trainers: Basic.
Type of Activity	Interactive content / Quiz / Escape game / Branching scenario.
Adaptability	Highly adaptable through templates and drag-and-drop editing; supports multimedia and interactive elements; easy to tailor to different contexts and proficiency levels.
Advantages	Engaging interactive formats (e.g., escape rooms) suitable for adult learners. Template-based creation without coding. Easy sharing and embedding in learning environments.
Disadvantages/ Limitations	Some key features and export options are only available in paid plans. Creation and playback depend on internet connection and device performance.
Possible Use in Adult Education	Scenario-based digital literacy modules (privacy, cybersecurity awareness). Interactive step-by-step tutorials and microlearning pathways. Gamified projects where learners create and present interactive content.



2.1.5 Tool 5: Slido

Tool name	Slido (https://www.slido.com/)
Type	A professional-grade audience interaction tool known for its world-class Q&A features.
Short Description	A platform that handles audience questions. Participants can submit questions and "upvote" their favorites, ensuring the most important topics are addressed first. It is an interactive audience engagement tool that allows participants to actively take part in presentations, lessons, workshops, or meetings through live polls, quizzes, Q&A sessions, word clouds, and surveys. Participants join easily via a browser using a code, without the need to create an account, which makes the tool fast and accessible in both face-to-face and online learning environments.
Accessibility	Very High. No app installation needed; students just join via a QR code or link. The interface is clean and minimalist. It supports screen readers and complies with common accessibility standards. Anonymous participation helps learners who experience anxiety, language barriers, or low confidence feel more comfortable contributing. However, full accessibility features may depend on the participant's device and browser.
Platform	Slido is web-based and works on smartphones, tablets, and computers without requiring downloads, integrates deeply with Google Slides, PowerPoint, and Microsoft Teams.
Required IT Skills	Extremely intuitive for both presenter and participant
Type of Activity	Quiz / Game / Interactive Exercise / Motivational Activity / etc.
Adaptability	Can be used for a 5-person workshop or a 5,000-person conference without losing stability
Advantages	Slido's main strengths lie in its ease of use, quick access for participants, and strong real-time interaction features. It effectively increases engagement without adding technical complexity and integrates well into existing teaching and presentation workflows. The "Upvote" feature is perfect for adult learners who might be shy; they can see that others have the same question, which validates their learning struggle.
Disadvantages/ Limitations	Slido is primarily designed for live interaction, so it is less suitable for asynchronous learning activities. The free version has limitations on the number of questions, participants, and advanced features, which may restrict use in larger or more complex educational scenarios.
Possible Use in Adult Education	During a workshop on teamwork skills, a trainer can use Slido to present scenario-based questions where participants vote on the best response, followed by a live discussion. A quiz with a leaderboard can be used at the end of the session to reinforce key concepts, while a



	<p>word cloud can collect reflections on what participants found most valuable. Slido can also be used to increase learner participation, check understanding in real time, and give a voice to all participants, including those who may be reluctant to speak aloud. Teachers and trainers can use Slido to collect opinions, assess prior knowledge, run formative assessments, or stimulate reflection and discussion. It is particularly effective in large groups, hybrid learning, and online sessions where interaction might otherwise be limited.</p>
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2.1.6 Tool 6: Edpuzzle

Tool name	Edpuzzle (https://edpuzzle.com/)
Type	Interactive video learning platform
Short Description	<p>Edpuzzle enables educators to use existing video content (e.g. YouTube, TED-Ed, educational platforms) or their own uploaded videos and turn them into interactive learning materials. By inserting open-ended questions, multiple-choice questions, audio notes, or written explanations, educators can guide adult learners step-by-step through digital topics while checking understanding in real time or asynchronously.</p> <p>This tool is particularly suitable for adult learners who benefit from visual demonstrations and self-paced learning.</p>
Accessibility	<p>Edpuzzle offers a free version that includes core functionalities suitable for adult education. With this version, educators can create interactive video lessons by embedding questions and notes directly into videos, assign these videos to learners, and track learner progress to monitor understanding and engagement.</p> <p>Paid plans provide additional features that expand Edpuzzle’s capabilities for more advanced or institutional use. These plans offer increased video storage capacity, allowing educators to upload and manage a larger number of custom videos. They also include advanced analytics and reporting tools that provide deeper insights into learner engagement, completion rates, and individual performance. Integration with Learning Management Systems such as Google Classroom, Moodle, Canvas, and Microsoft Teams enables smoother course management and workflow. Furthermore, paid versions include student management tools that support class organization and progress tracking at an institutional level, priority support for faster technical assistance, enhanced collaboration features for institutions using shared accounts, and improved privacy and data management controls, which are particularly relevant for organizations working with adult learners and public institutions.</p>



Platform	<p>Web browser (desktop and laptop). Mobile applications: Android and iOS. No software installation is required for browser use.</p>
Required IT Skills	<p>The level of digital skills required is generally low to medium and depends on the learner's role. For learners, only basic digital skills are needed, such as opening a link, watching an online video, and clicking on answers or typing short responses. For educators, the required skills include selecting or uploading videos, adding questions and notes, and sharing links with learners. Overall, no advanced technical knowledge is required to use the tool effectively.</p>
Type of Activity	<p>The tool can be used to create interactive video lessons that actively engage learners while presenting content. It is well suited for digital skill demonstrations, as concepts and processes can be shown step by step through video. It also supports knowledge checks and comprehension tasks by integrating questions directly into the learning material. In addition, it enables self-paced learning modules, allowing learners to progress according to their own rhythm. The tool is commonly used in flipped classroom activities, where learners explore content independently before group discussion, and it is effective for distance and blended learning tasks in both online and hybrid educational settings.</p>
Adaptability	<p>Edpuzzle is highly adaptable to different learning contexts and learner profiles. It is suitable for self-paced learning, allowing adults to learn according to their availability. It can be used in online, blended, or face-to-face learning. Content difficulty can be adjusted by choosing simpler or more complex videos, limiting or increasing the number of questions. It supports individual learning as well as group-based activities.</p> <p>It can easily be adapted for beginners in digital literacy as well as more advanced learners.</p>
Advantages	<p>It encourages active learning instead of passive video watching, it supports visual and auditory learning styles, it allows repetition, which is essential for adult learners. It has easy monitoring of learner progress and engagement, promotes autonomy and self-confidence in using digital tools, uses existing Open Educational Resources (OER), reducing costs.</p>
Disadvantages/ Limitations	<p>It requires internet access and stable connection, some advanced features are limited in the free version, account creation may be a barrier for learners with very low digital skills, less suitable for highly interactive group collaboration.</p>
Possible Use in Adult Education	<p>Edpuzzle can be effectively used in adult education to support digital literacy development in several ways. It helps teach basic digital skills, such as how to use email, online platforms, or digital forms, through</p>



	<p>clear and structured video content. The tool allows educators to demonstrate step-by-step digital procedures using guided video instruction, making complex processes easier to understand. By enabling learners to watch videos multiple times at their own pace, Edpuzzle supports adults with low confidence in using technology and reduces learning anxiety. It also facilitates distance learning for adults who have limited time or mobility, offering flexible access to educational content. In addition, the structured and visual nature of interactive videos supports learners with learning difficulties. Finally, Edpuzzle helps prepare learners for practical real-life tasks, such as completing online job applications, using e-services, or engaging in digital communication.</p>
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2.1.7 Tool 7: GIMKIT

Tool name	Gimkit (https://www.gimkit.com/)
Type	Gamified digital learning tool / online quiz and game-based learning platform
Short Description	Gimkit is a game-based learning platform where participants answer questions to earn virtual currency or points, which they can reinvest in power-ups, upgrades, or advantages within the game. The tool turns revision and knowledge practice into an interactive, fast-paced game environment. It promotes engagement, competition, and strategic thinking while reinforcing recall and understanding of learning content.
Accessibility	Freemium / Paid (Basic play modes are available with restrictions; full access to game modes, reports, and customization options is available through paid plans.)
Platform	Web-based
Required IT Skills	Minimal to Basic (Intuitive interface for learners; teachers need basic digital skills to create sets and manage games.)
Type of Activity	Gamified quiz / Interactive learning game / Revision and knowledge-check activity / Team or individual competition
Adaptability	Gimkit is highly adaptable at the content level. Educators can create custom question sets, adjust difficulty, language, and topic, and choose from multiple game modes (collaborative, competitive, time-limited, or goal-based). The pacing, scoring rules, and gameplay mechanics differ across modes, allowing adaptation to different learning goals and group dynamics.



	However, the core game structure is predefined by the platform — teachers can adapt content and mode selection, but they cannot redesign the underlying mechanics.
Advantages	<p>Strong motivation through game mechanics (currency, upgrades, challenges, power-ups)</p> <p>High engagement and active participation, even in revision-type tasks</p> <p>Multiple modes support both competition and cooperation</p> <p>Immediate feedback and repetition reinforce learning and retention</p> <p>Suitable for different ages and ability levels when content is adapted</p> <p>Works well for energising lessons and maintaining learner attention)</p>
Disadvantages/ Limitations	<p>Some of the most useful features and modes are available only in the paid version.</p> <p>Best suited for recall-based learning and short-form questions.</p> <p>Competitive gameplay may be stressful for some learners if not moderated.</p> <p>Limited opportunities for extended discussion or creative tasks within the game.</p> <p>Requires stable internet and real-time device access.</p> <p>Less appropriate for learners who prefer slower, reflective, or non-competitive activities.</p>
Possible Use in Adult Education	In adult education, Gimkit can be used as a motivational revision and engagement tool, especially for reviewing terminology, concepts, or key knowledge after lessons. It works well as a warm-up, knowledge-check, or end-of-session consolidation activity, supporting participation and interaction in groups. Collaborative modes can encourage teamwork, while competitive modes can increase focus and energy during training sessions. Used thoughtfully, it helps adults practice knowledge in a playful, low-risk environment.

2.1.8 Tool 8: TypingClub

Tool name	TypingClub (https://www.typingclub.com/)
Type	Online platform
Short Description	TypingClub is an interactive, gamified platform for learning and improving touch-typing skills. The tool offers step-by-step lessons, visual guidance on finger placement, progress tracking, and instant feedback. Learners complete short exercises and levels, gradually increasing accuracy and typing speed while earning stars, badges, and achievements that support motivation.
Accessibility	Freemium (Core typing lessons are free; premium / school versions offer additional features such as reports, customization options, and classroom management.)



Platform	Web-based (browser)
Required IT Skills	Minimal (The interface is simple, guided, and suitable for users with basic computer skills.)
Type of Activity	Interactive exercise / Skill-building practice / Gamified training activity / Micro-learning
Adaptability	<p>TypingClub is moderately adaptable. Learners can progress at their own pace and repeat lessons based on their performance. Difficulty increases gradually according to learner progress, and teachers (in the school version) can assign lessons or sequences. The platform supports different languages and keyboard layouts, which makes it usable in multilingual or international contexts.</p> <p>However, the activity format is pre-structured — focused mainly on typing drills, accuracy, and speed. Educators cannot significantly modify task design, gamification rules, or turn the platform into broader creative or collaborative learning activities.</p>
Advantages	<p>Strong gamified progression system (levels, stars, badges, streaks) that motivates continuous practice.</p> <p>Encourages precision, discipline, and fine-motor skill development.</p> <p>Suitable for beginners and advanced learners due to step-by-step structure.</p> <p>Short, repeatable activities ideal for micro-learning and spaced practice.</p> <p>Immediate feedback helps learners monitor improvement.</p> <p>Accessible for different ages and skill levels.</p>
Disadvantages/ Limitations	<p>Focuses mainly on mechanical typing skills, not broader digital literacy.</p> <p>Limited collaboration or interaction — learning is primarily individual.</p> <p>Some advanced monitoring / customization features are available only in the paid school version.</p>
Possible Use in Adult Education	<p>TypingClub can be used in adult education as a support tool for developing essential digital skills, especially for learners who need to improve typing accuracy and efficiency for study, workplace tasks, or lifelong learning. It is useful in computer-skills courses, employability training, or introductory ICT modules. The gamified environment helps reduce anxiety and encourages regular practice, making it suitable for adults who learn gradually and at their own pace.</p>



2.2 Category: Teaching English as a Foreign Language

In this category, partners examined digital tools that support the teaching and learning of English as a foreign language in adult education.

2.2.1 Tool 1: QUIZLET

Tool name	QUIZLET (https://quizlet.com/gb)
Type	Digital tool / online platform (flashcards-based learning environment)
Short Description	Quizlet is an online learning tool that allows teachers and learners to create, share, and use digital flashcards to practice vocabulary, phrases, definitions, grammar structures, or real-life expressions. It includes multiple study modes such as Learn, Flashcards, Match, Test, and interactive games.
Accessibility	Freemium (free basic version; paid premium features available)
Platform	Web / iOS / Android (cross-platform)
Required IT Skills	Minimal–Basic (learners only need simple digital skills; teachers require minimal knowledge to create sets).
Type of Activity	<ol style="list-style-type: none"> 1. Vocabulary practice. 2. Interactive exercises. 3. Self-paced quizzes. 4. Auto-generated tests. 5. Memory games.
Adaptability	<p>Quizlet is highly adaptable and can be customized to meet the needs of different learner groups in adult education. Teachers can modify or create content according to:</p> <p>Difficulty level: Easily adjustable from very basic (A1 vocabulary, everyday expressions, simple flashcards) to advanced (C1 academic vocabulary, collocations, phrasal verbs, idioms). Sets can be scaffolded so that the same topic appears in multiple complexity levels.</p> <p>Language and skills focus: The teacher can choose whether learners practice meaning, spelling, pronunciation, translation, or example sentences, depending on the EFL objectives. Audio recordings (built-in or teacher-added) support listening and pronunciation practice. Task format: Quizlet allows the use of definitions, synonyms, translations, pictures, audio, and full example sentences. Tasks can therefore be adapted for visual, auditory, or text-based learning styles.</p> <p>Learning pace and mode: Because learners can choose their preferred study mode (Flashcards, Learn, Match, Test, Write), the platform supports self-paced learning, which is particularly important for adults with different learning speeds or limited time.</p>



	<p>Target groups: Suitable for adults of different ages, education levels, and digital literacy levels. Teachers can design simpler activities for adults returning to education after many years, or more complex sets for employed adults building professional English. Special needs and inclusion: Quizlet’s clear layout, large text options, audio support, and repetitive practice formats make it adaptable for learners with reading difficulties (e.g., dyslexia), concentration challenges, or low literacy in their first language.</p> <p>Context-specific vocabulary: Teachers can create sets tailored to specific professional fields (healthcare, hospitality, logistics, IT, business English), making the tool adaptable to vocational language learning — a common need in adult education.</p> <p>In summary, Quizlet is flexible enough to support a wide range of learning goals, learner needs, and teaching contexts within TEFL and adult education.</p>
Advantages	<p>Very easy to use; suitable even for adults with limited digital skills</p> <p>Supports self-paced learning, which is ideal for adult education.</p> <p>Multiple learning modes accommodate different learning styles (visual, auditory, kinesthetic).</p> <p>Large library of existing sets — saves teachers time.</p> <p>Free version is sufficient for most educational purposes.</p> <p>Can be used in class or independently at home.</p>
Disadvantages/ Limitations	<p>Some advanced features (e.g., detailed progress tracking) require a paid subscription.</p> <p>Not ideal for teaching complex grammar or communication skills.</p> <p>Learners may rely too heavily on memorization instead of contextual understanding.</p> <p>Limited use for extended writing tasks or speaking practice.</p>
Possible Use in Adult Education	<p>Teaching English vocabulary at all levels (A1–C1).</p> <p>Supporting adult learners preparing for exams or job-related English.</p> <p>Blended learning: combining in-class activities with home practice.</p> <p>Workplace English: technical terms, professional expressions, idioms.</p> <p>Quick warm-up or revision activities in adult language courses.</p> <p>Useful for learners who need visual aids or have memory difficulties.</p>

2.2.2 Tool 2: Duolingo

Tool name	Duolingo (https://www.duolingo.com/learn)
Type	Digital tool / mobile app / online learning platform
Short Description	Duolingo is a gamified language-learning platform that supports learning English as a Foreign Language through short, interactive



	lessons focused on vocabulary, grammar, listening, reading, and writing.
Accessibility	Freemium (free version with ads; paid version offers additional features and an ad-free experience)
Platform	Web / iOS / Android / Cross-platform
Required IT Skills	Minimal
Type of Activity	Game / Interactive Exercise / Motivational Activity
Adaptability	The content adapts automatically to the learner's level and learning pace. It is suitable for beginners and lower-intermediate learners of English. While learners can choose goals and learning speed, teachers have limited control over content customization. The tool is suitable for different adult target groups and learning contexts.
Advantages	Strong gamification elements (points, levels, streaks, rewards). High learner motivation and engagement. User-friendly and accessible for adults of different ages. Supports self-paced and informal learning. Available on multiple devices.
Disadvantages/ Limitations	Limited teacher control over content and learning paths. Focus mainly on vocabulary and basic grammar. Less emphasis on real-life communication and speaking practice. Less suitable for advanced learners.
Possible Use in Adult Education	In Adult Education, Duolingo can be used as a supplementary tool for learning English as a Foreign Language, supporting self-study between classes, increasing learner motivation, and helping adults build confidence in basic language skills within international projects involving learners from different countries.

2.2.3 Tool 3: Wordwall

Tool name	Wordwall (https://wordwall.net/sl)
Type	Digital tool / Online platform / Interactive and printable activity builder.
Short Description	Wordwall is a template-based tool to create interactive activities (quizzes, match-up, anagrams, etc.) and printable worksheets. It is well suited to short, frequent practice cycles in language learning.
Accessibility	Freemium – Basic (free) plan allows creating up to 3 activities; paid plans remove limits.
Platform	Web (browser) / Cross-platform access on any device.
Required IT Skills	Learners: Minimal. Trainers: Basic.
Type of Activity	Interactive exercise / Game / Quiz / Printable worksheet.
Adaptability	Reusable content: the same item set can be switched across different templates; fast editing for vocabulary, grammar and ESP topics.



Advantages	Very quick to create and reuse; supports regular spaced practice. Provides both interactive and printable formats for blended delivery. Easy sharing via links and classroom assignments.
Disadvantages/ Limitations	Free plan limits number of activities; some templates/features are paid. Works best for controlled practice; less suited for extended communicative tasks.
Possible Use in Adult Education	Vocabulary building for workplace English and everyday contexts. Warm-ups, revision stations, and homework tasks with immediate feedback. Printable practice packs for learners with limited connectivity.

2.2.4 Tool 4: H5P

Tool name	H5P (https://h5p.org/)
Type	Open-source framework / Plugin ecosystem for interactive HTML5 learning content.
Short Description	H5P enables educators to create, share and reuse interactive HTML5 content such as interactive video, quizzes, presentations and drag-and-drop tasks. It is typically used inside an H5P-enabled website or LMS.
Accessibility	Free and open source; requires an H5P-enabled platform (e.g., Moodle/WordPress/Drupal) or a hosted service.
Platform	Web; integrates via plugins or LTI with LMS/VLE platforms.
Required IT Skills	Learners: Minimal. Trainers: Basic–Intermediate.
Type of Activity	Interactive video / Quiz / Interactive presentation / Microlearning module.
Adaptability	Highly adaptable with configurable feedback, retries and branching; content is reusable via import/export; supports multimodal language learning activities.
Advantages	Wide range of content types for listening, reading, vocabulary and grammar practice. Reusable and LMS-friendly; supports blended and self-paced learning. Open-source ecosystem and strong interoperability.
Disadvantages/ Limitations	Needs installation/integration (or paid hosting); setup may require technical support. Creating high-quality interactive content takes time and instructional design effort.
Possible Use in Adult Education	Interactive listening with embedded comprehension checks and feedback. Self-paced grammar and reading practice modules.



	Portfolio-style tasks where learners demonstrate progress through interactive artefacts.
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2.2.5 Tool 5: Blooket

Tool name	Blooket (https://www.blooket.com/)
Type	Gamified Assessment & Trivia Platform (Competition-based)
Short Description	An interactive web platform where a teacher hosts a question set and students play a variety of unique game modes on their own devices. Correct answers earn in-game currency, power-ups, or strategic advantages.
Accessibility	High accessibility for users with different devices. It features a "Large Text" mode for questions and supports browser-based translation tools. The interface is color-coded for easier navigation.
Platform	It is web-based. Works on any device with a browser (PC, Tablet, Smartphone). No app installation required for learners.
Required IT Skills	Required IT skills are low. Learners only need to know how to navigate to a URL, enter a 6-digit code, and click/tap on multiple-choice options.
Type of Activity	Synchronous (live group play) or Asynchronous (Homework/HW mode for self-paced practice).
Adaptability	Highly adaptable. Educators can import question sets from Quizlet or spreadsheets. Game modes range from high-speed (Cafe) to strategic/competitive (Gold Quest).
Advantages	<p>High Engagement: Unlike some other tools, learners answer at their own pace, so faster students aren't waiting for slower ones. Variety: 10+ game modes keep the content fresh even if the questions are the same.</p> <p>One of the most significant advantages for educators is the platform's detailed reporting and analytics suite. Immediately following a live session, the teacher receives a comprehensive summary that identifies specific knowledge gaps within the group. This allows for "just-in-time" teaching, where the educator can pivot the lesson to address topics that the majority of learners found difficult. For adult learners who often have limited time, this targeted approach ensures that classroom sessions are highly efficient and focused on their actual needs. Unlike many synchronous quiz tools that force all participants to move at the same speed, Blooket allows learners to answer questions at their own pace within the set time limit. This is a</p>



	<p>critical advantage in adult education (AE) classrooms, where learners often have vastly different levels of prior knowledge or digital literacy. By removing the pressure of "keeping up" with the fastest student, Blooket reduces cognitive load and allows slower readers to process information more deeply, fostering a sense of autonomy and self-regulation. Blooket now includes Text-to-Speech support, which reads questions and answers aloud for visually impaired learners or those with lower literacy levels. Additionally, the platform offers a High-Contrast Mode and font customization options, which are invaluable for learners with dyslexia or age-related vision changes. These features ensure that the "gamified" experience does not become a barrier to those with specific learning difficulties.</p>
<p>Disadvantages/ Limitations</p>	<p>While the tool is highly effective for engagement, it has specific disadvantages that educators must manage when working with adult populations. The primary hurdle is the visual aesthetic; the use of "Blocks," which are cartoonish square animal avatars, may initially be perceived as juvenile by professional adult learners or senior citizens. Additionally, certain game modes prioritize luck - such as randomly "stealing" points from other players - which can lead to frustration among highly competitive adults who expect their score to reflect only their academic effort. From a technical standpoint, the fast-paced nature of the interactive elements can sometimes cause cognitive overload for learners with very low digital skills or those with visual impairments who may struggle to track rapidly moving graphics on the screen.</p>
<p>Possible Use in Adult Education</p>	<p>The platform provides a "safe" space for adults to practice grammar and vocabulary without the embarrassment of public failure, as learners can use anonymous nicknames while they benefit from the spaced repetition inherent in the gameplay.</p> <p>Blooket's most direct application in language learning is the reinforcement of vocabulary through high-intensity repetition. Because different game modes recycle the same question set multiple times during a single session, learners encounter target words repeatedly, which significantly improves long-term memory encoding. For example, using the "Cafe" mode requires students to match English vocabulary to items to serve customers, creating a functional association between the word and its meaning. This repetitive exposure helps adult learners move from passive recognition of words to active recall, which is a core objective of the TEFL pillar in your project.</p> <p>Beyond simple vocabulary, Blooket can be adapted to practice complex grammar rules and word collocations. Educators can create "Fill-in-the-blank" or "Scrambled Sentence" question sets where</p>



	<p>learners must identify the correct verb tense or preposition to advance in the game. The interactive nature of the platform reduces the "foreign language anxiety" often associated with grammar drills. In a live session, the competitive element shifts the learner's focus from the fear of making a mistake to the strategic goal of the game, allowing for a more fluid and natural interaction with English structures.</p>
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2.2.6 Tool 6: Wayground

Tool name	Wayground (https://wayground.com/?lng=en)
Type	Gamified Assessment & Interactive Presentation
Short Description	An interactive platform where teachers create "missions" or quizzes that students join via a code. It focuses on vocabulary, grammar, and reading comprehension. A "one-stop-shop" for teachers that uses generative AI to build lessons, quizzes, and videos from any source (PDFs, URLs, YouTube). It specializes in real-time data and automated differentiation.
Accessibility	Free version available; "Super" version for a fee. Highly accessible via browser or app.
Platform	Web-based, iOS, Android
Required IT Skills	Basic - Basic navigation for teachers; "Join code" entry for students
Type of Activity	Formative assessment, vocabulary drills, and competitive reviews
Adaptability	<p>High adaptability. Can be used for synchronous class competitions or as self-paced homework.</p> <p>The platform supports multiple languages for the interface. For the content itself, teachers can use the automatic translation feature to provide bilingual support or clarify complex instructions.</p> <p>You can adapt questions to use real-world "Realia" (images of news articles, professional emails, or restaurant menus) by uploading images or audio clips directly into question stems.</p> <p>For adult learners, gamification elements like power-ups and memes can be toggled off to maintain a more serious, corporate atmosphere if needed.</p> <p>Wayground adapts to the maturity level of the group. While young adults might enjoy the competitive "Live" games and power-ups, the "Test Mode" or "Homework Mode" provides a clean, serious interface suitable for professional certifications or corporate training.</p> <p>It is not limited to multiple-choice. You can adapt tasks into Fill-in-the-Blank (for spelling/grammar), Open-Ended (for long-form professional writing), or Audio Response (where students record themselves speaking to practice pronunciation).</p>



Advantages	<p>Real-time data feedback for teachers; "Teleport" feature allows you to pull questions from other teachers' quizzes. It moves beyond a "one-size-fits-all" approach, offering specific features that accommodate various skill levels and age groups.</p> <p>The platform includes WCAG 2.2 Level AA compliance. It features a "Dyslexia Font" option and a "Read Aloud" function that uses natural-sounding text-to-speech, which supports adults who struggle with literacy or visual processing.</p> <p>The Accommodation Profiles allow the teacher to secretly give certain students more time or fewer answer choices. This "stealth support" helps beginners stay motivated because they aren't falling behind the leaderboard due to slow reading speed.</p>
Disadvantages/ Limitations	<p>Can feel a bit "childish" for some professional adult tracks (though themes can be toggled off). It is not entirely free.</p>
Possible Use in Adult Education	<p>Perfect for a 5-minute warm-up to review business idioms for e.g., or irregular verbs / vocabulary from the previous lesson.</p> <p>Have students watch a clip and then use the Audio Response question type to record themselves "shadowing" (repeating) a specific sentence to practice intonation and connected speech.</p> <p>Use the "Hotspot" or "Labeling" question types. For an ESL class for mechanics or nurses, upload a diagram of an engine or a medical intake form and have students click the correct parts based on English descriptions.</p> <p>Use Open-Ended questions to ask about their learning goals or confidence levels (e.g., "On a scale of 1-10, how comfortable do you feel presenting in English?"). This provides you with data to adapt your curriculum without putting students on the spot.</p>

2.2.7 Tool 7: Factile

Tool name	Factile (https://www.playfactile.com/)
Type	Digital tool, app, online platform, etc.
Short Description	<p>Factile is a web-based platform for creating interactive quizzes in the style of the Jeopardy game show. Teachers, trainers, or facilitators can design customizable game boards with questions and answers to review content, check knowledge, or energize participants during learning activities. The tool encourages competition, engagement, and active participation.</p>
Accessibility	<p>Freemium (Basic features are free; advanced options such as team buzzers, score tracking, flashcards, or premium templates are available in paid plans.)</p>
Platform	Web (runs in a browser, no installation required)



Required IT Skills	Minimal to Basic (The interface is intuitive and user-friendly, suitable even for users with limited digital skills.)
Type of Activity	Quiz / Game-based learning / Interactive exercise / Motivational or revision activity / Team competition
Adaptability	<p>Factile is a highly adaptable tool because the educator has full control over the game content, structure, and delivery format. The difficulty level can be easily adjusted by modifying the complexity of questions, vocabulary, timing, and scoring rules. The tool supports different languages, which makes it suitable for multilingual learning environments or language-learning contexts. Educators can design games for beginners through advanced learners simply by changing the depth of knowledge required in the questions.</p> <p>The format of tasks is flexible — questions may include short answers, factual recall, terminology explanation, scenario-based prompts, or visual cues (e.g., images or diagrams in paid plans). This allows the tool to be used not only for memory-based questions, but also for higher-order thinking tasks such as problem-solving, reasoning, or case-based reflection when the teacher formulates the questions appropriately.</p> <p>Factile can be adapted to different group sizes and learning settings. It works well in small teams, whole-class activities, blended learning, or fully online environments when screen-sharing is used. The facilitator can run the activity competitively or collaboratively (e.g., group discussion before answering). The pace of the game can be adjusted — it may function as a quick warm-up or as a longer structured revision session.</p>
Advantages	<p>Encourages interaction, engagement, and teamwork.</p> <p>Increases motivation and attention during learning.</p> <p>Easy to create games without technical knowledge.</p> <p>Suitable for quick revision and knowledge checks in a playful way.</p> <p>Works across devices (PC, laptop, tablet, interactive board).</p> <p>Usable with different age groups and ability levels.</p>
Disadvantages/ Limitations	<p>The free version offers only a restricted set of features, and some useful functions, such as team buzzers, advanced scoring options, image-based questions, or detailed game analytics are available only in paid plans. This may limit its usefulness for educators or institutions that rely exclusively on free tools. The structure of the Jeopardy-style board is relatively fixed, which means that activities must fit into categories and point-based questions. This makes the tool less suitable for highly individualized learning pathways or tasks that require open-ended exploration. In addition, it works best with groups that are comfortable with competitive activities — it may be less suitable for learners who feel anxious in competitive</p>



	<p>environments or for groups that prefer collaborative, non-competitive learning formats.</p> <p>Factile requires stable internet access and a shared display or screen-sharing environment, which can be a barrier in settings with limited technology or weak connectivity. Managing very large groups may also be challenging, as the facilitator needs to control turn-taking, scoring, and participation, which can slow down the activity.</p>
Possible Use in Adult Education	<p>Factile can be effectively used in adult language education as a gamified support tool for vocabulary development, terminology practice, and communicative recall activities. It is particularly useful for revision, formative assessment, warm-up tasks, and end-of-lesson consolidation, where learners review target language in a motivating and low-risk environment. The Jeopardy-style categories allow teachers to organise content around themes such as grammar forms, collocations, professional terminology, idioms, functional phrases, or listening-based prompts (where the teacher reads or paraphrases the question aloud).</p> <p>The tool supports interaction and collaborative learning, as adults work in pairs or teams to discuss possible answers before responding, which encourages spoken communication, negotiation of meaning, and peer learning. It can also be used in ESP (English for Specific Purposes) contexts — for example, to practice technical vocabulary, workplace communication phrases, or industry-specific terminology in engineering, healthcare, tourism, or business English.</p> <p>Factile is suitable for both classroom and online lessons (via screen sharing), and it can be adapted to different proficiency levels by adjusting the difficulty and language complexity of questions. The competitive element may increase motivation and engagement, especially in groups that appreciate game-based learning; however, the teacher may also run the game in a collaborative, non-competitive mode if preferred.</p> <p>Overall, in adult language learning, Factile functions as a flexible, interactive revision and practice tool that reinforces retention, encourages speaking and teamwork, and transforms traditional drill-type exercises into a playful, participatory learning experience.</p>

2.2.8 Tool 8: Memrise

Tool name	Memrise (https://promova.com/)
Type	Digital tool, app, online platform, etc.



Short Description	Memrise is a gamified language-learning platform that supports vocabulary and phrase acquisition through spaced repetition and short interactive tasks. The learning experience is built around game-like elements such as levels, points, streaks, progress bars, challenges, and motivational feedback, which encourage persistence, engagement, and regular practice.
Accessibility	Freemium (Basic courses and core practice modes are free; premium features such as offline learning, extended review modes, and personalized practice are available in the paid version.)
Platform	Cross-platform — Web, iOS, Android
Required IT Skills	Minimal (The interface is intuitive and strongly guided, suitable even for low-tech users.)
Type of Activity	Gamified micro-learning / Vocabulary and phrase drills / Listening and pronunciation practice / Motivational review activities
Adaptability	Memrise is moderately adaptable. The difficulty level adapts dynamically through spaced-repetition algorithms and error-based review — learners see more of the items they struggle with. Users can choose courses by level, topic, or purpose and may create custom vocabulary sets (in user-generated courses), which allows some alignment with learning goals. The pacing and frequency of sessions are flexible, supporting self-regulated learning habits. However, the gamification structure itself is fixed — points, streaks, levels, and task types cannot be redesigned by teachers. The learning path is largely linear and individual, with limited opportunities to modify rules of the game, collaboration modes, or challenge formats.
Advantages	<p>Strong motivational design — streaks, rewards, progress tracking, level advancement.</p> <p>Encourages habit formation and regular practice through micro-learning.</p> <p>Error-responsive review supports mastery-based progression.</p> <p>Immediate feedback and repetition increase retention.</p> <p>Suitable for autonomous learners and self-paced environments.</p> <p>Reduces learning anxiety through low-risk, playful tasks.</p>
Disadvantages/ Limitations	<p>Gamification is primarily individual and competitive-with-self that is limited team play or collaboration.</p> <p>Fixed activity types limit creativity and deeper communicative tasks.</p> <p>Risk of surface-level learning (focus on memorisation rather than production or interaction).</p> <p>Some motivational features are pay-walled in the premium plan.</p>



	<p>User-generated content may vary in quality, which can affect learning consistency.</p> <p>Less suitable for groups that prefer discussion- or project-based learning instead of drill-style activities.</p>
Possible Use in Adult Education	<p>In adult education, Memrise works well as a gamified support tool for General English learning, especially for vocabulary building, phrase recognition, and pronunciation practice. It is particularly suitable for spaced revision, independent homework-style practice, and short study sessions between classes, where adult learners can review and reinforce new words in a motivating, game-like environment.</p> <p>The platform encourages regular learning habits through streaks, points, and progress tracking, which helps adults stay engaged even with limited study time. Teachers can integrate Memrise into blended learning by assigning selected vocabulary sets for revision, using learners' progress as a basis for in-class speaking activities, or supporting long-term retention of high-frequency vocabulary and everyday expressions.</p>



2.3 Category: Raising self-motivation through soft skills

This category focuses on digital tools that support the development of self-motivation and soft skills in adult education through gamified and interactive learning approaches.

2.3.1 Tool 1: Padlet

Tool name	Padlet (https://padlet.com/)
Type	Digital Collaborative Canvas / Virtual Wall
Short Description	An online "notice board" where users can post digital sticky notes containing text, images, videos, links, or voice recordings. It is a visual space for collaboration, sharing ideas, and reflection.
Accessibility	Freemium (Free for up to 3 boards; learners usually do not need to register to post).
Platform	Web browser, iOS, Android.
Required IT Skills	Very Low / Basic.
Type of Activity	Brainstorming, reflection, creating Vision Boards, peer feedback/support.
Adaptability	Very High. Instructors can customize backgrounds and formats (grids, streams, timelines, or free-form canvas) to suit the specific soft skill topic.
Advantages	Highly visual and intuitive interface. Supports anonymity, encouraging participation from shy learners. Peer interaction features (likes, comments) boost motivation. Supports multimedia (video/audio) for diverse expression.
Disadvantages/ Limitations	The free version restricts the number of boards (padlets) an educator can create. Can become cluttered and disorganized if there are too many posts. Requires a stable internet connection.
Possible Use in Adult Education	Vision Boards: Learners create a collage of their future goals and motivations for learning (visualizing success increases self-motivation). "Kudos Wall": A space where learners post positive feedback. or gratitude for peers to build confidence and community. Reflection Journal: Learners post weekly reflections on their progress and soft skills development.



2.3.2 Tool 2: Trello

Tool name	Trello (https://trello.com/)
Type	Digital task-management and collaboration tool (adaptable for gamified learning)
Short Description	Trello is a visual task-management platform based on boards, lists, and cards that enables learners to organize tasks, track progress, and reflect on their achievements. Although Trello is not a gamified tool by default, it can be easily adapted for gamification by integrating points, progress stages, rewards, and reflection elements. This makes it particularly suitable for developing self-motivation, responsibility, time management, and goal-setting skills among adult learners.
Accessibility	Free version includes unlimited personal boards, cards, lists, and basic task management, collaboration with other users, web and mobile access (Android & iOS), basic integrations (e.g. file attachments, links). Paid versions offer features such as advanced automation (rules and workflows), more customization and analytics and increased storage and integrations.
Platform	Web browser (desktop and laptop) Mobile apps: Android and iOS
Required IT Skills	Low to medium digital skills: For learners: Creating an account Opening boards and cards Moving tasks between lists Writing short text and adding checklists For educators: Creating boards and lists Defining task stages (e.g. “To do – In progress – Completed”) Assigning tasks and deadlines No advanced technical knowledge is required.
Type of Activity	Goal-setting activities, task tracking and progress monitoring, self-reflection and learning journals, collaborative group projects, personal development planning, motivation tracking through visual progress
Adaptability	Trello is highly adaptable for adult education. It can be used for individual learning plans, small group projects, short-term workshops, or long-term programs. Educators can adjust boards, tasks, and rewards to match learners’ skill levels and learning objectives. The tool is effective in face-to-face, online, or blended learning settings.
Advantages	Trello encourages learners to take responsibility for their own learning and helps them develop self-motivation and organization skills. It provides a visual representation of progress, which can increase



	engagement, accountability, and confidence. The platform is flexible and supports collaborative learning and digital skill development.
Disadvantages/ Limitations	Advanced automation, analytics, and integration features are only available in the paid version. The initial setup may require some guidance for learners with very low digital literacy. Trello is a freemium tool. The free version includes unlimited personal boards, lists, and cards, as well as basic collaboration features and access via web and mobile apps. These functionalities are sufficient for most adult education programs. Paid versions offer additional features, such as advanced automation, increased storage, enhanced analytics, and institutional-level collaboration, but they are not essential for standard educational use.
Possible Use in Adult Education	Trello can help adult learners develop soft skills such as self-motivation, responsibility, time management, goal setting, accountability, and collaboration. By visualizing progress and enabling learners to plan and complete tasks, Trello encourages autonomy and engagement. Educators can use it to create structured learning activities, track learner progress, and integrate gamified rewards to increase motivation and sustain participation.

2.3.3 Tool 3: Habitica

Tool name	Habitica (https://habitica.com/)
Type	Digital tool / Habit and productivity app with RPG-style gamification (open source).
Short Description	Habitica is an open-source habit-building and productivity app that treats real-life tasks like a role-playing game. Learners gain rewards for completing tasks and build routines over time.
Accessibility	Free to use (optional subscriptions); open-source codebase available.
Platform	Web / iOS / Android.
Required IT Skills	Basic.
Type of Activity	Habit-building / Goal tracking / Challenges / Accountability routines.
Adaptability	Highly adaptable through personal and group goals; configurable tasks, reminders and rewards; can be aligned with individual learning plans and team challenges.
Advantages	Strong motivation loop (progress, rewards, visible advancement). Supports self-regulation, persistence and routine building. Works well for long-term learning goals and peer accountability.
Disadvantages/ Limitations	The game aesthetic may not appeal to all adult learners. Requires consistent use; risk of focusing on points rather than reflection.



	Mobile access and notifications depend on device settings and connectivity.
Possible Use in Adult Education	Daily micro-habits for practice (e.g., reflection, peer feedback, communication tasks). Team challenges to strengthen collaboration and supportive routines. Personal action plans to sustain motivation between sessions.

2.3.4 Tool 4: TWINE

Tool name	TWINE (https://twinery.org/)
Type	Open-source authoring tool / Interactive storytelling and branching-scenario builder.
Short Description	Twine is an open-source tool for telling interactive, nonlinear stories and creating branching scenarios. It publishes directly to HTML; therefore, scenarios can be shared easily online or offline.
Accessibility	Free and open source; the exported HTML can be used freely.
Platform	Desktop app and browser-based editor; exports to HTML.
Required IT Skills	Basic for simple branching; Intermediate for variables, conditional logic, and advanced interactions.
Type of Activity	Branching scenario / Simulation / Role-play / Decision-making.
Adaptability	Very high adaptability: narratives, choices and consequences can be tailored to specific adult-learning contexts (workplace, community, service roles) and different proficiency levels.
Advantages	Excellent for realistic, scenario-based soft-skill training. Low barrier to start; no code needed for basic scenarios. Easy distribution as a single HTML file; supports debriefing and reflection.
Disadvantages/ Limitations	Designing high-quality scenarios and feedback paths takes time. Advanced tracking/analytics requires additional tools or LMS integration. Complex logic may require scripting and testing.
Possible Use in Adult Education	Simulations of difficult conversations, negotiation and conflict resolution. Ethical decision-making scenarios followed by group debrief. Role-play practice with reflective prompts and evidence of learning.



2.3.5 Tool 5: Miro

Tool name	Miro (https://miro.com/)
Type	A visual collaboration platform that uses expansive digital whiteboards.
Short Description	An infinite canvas where users use "sticky notes," mind maps, and pre-built templates to visualize complex ideas or life paths.
Accessibility	Free version (up to 3 boards); educational licenses available for teachers.
Platform	Web, Tablet App, Desktop App
Required IT Skills	Requires "spatial" digital skills - dragging, zooming, and navigating a non-linear space
Type of Activity	Goal visualization, "Wheel of Life" assessments, and action planning
Adaptability	<p>High adaptability - Content can be as simple as a few notes or as complex as a 5-year career roadmap. Miro is a "blank canvas" that can be scaled from a simple personal reflection space to a complex psychological mapping tool.</p> <p>You can adapt the board's complexity based on the learner's comfort. For beginners, you can provide a locked template where they only need to type on pre-placed sticky notes. For advanced learners, you can ask them to build their own framework (e.g., "Create a mind map of your internal motivators from scratch"), which fosters a sense of mastery and autonomy.</p> <p>Because Miro supports embedded links and "iframes," you can place a video in the student's native language right next to an English-language reflection task, allowing for a bilingual "bridge" that maintains motivation.</p> <p>The physical act of "dragging and dropping" objects on the screen mimics the tactile nature of a physical workshop. You can adapt a standard lecture into a sorting task (e.g., "Drag these behaviors into 'Intrinsic' vs 'Extrinsic' motivation categories"), which keeps adult learners actively engaged rather than passively listening.</p> <p>Miro is highly adaptable for students with ADHD or Dyslexia. The ability to color-code ideas, use infinite space to avoid clutter, and change font sizes/types allows these learners to organize their thoughts in a way that aligns with their specific brain wiring.</p>
Advantages	Helps adults see the "Big Picture," which is a primary driver of intrinsic motivation.
Disadvantages/ Limitations	Miro is highly adaptable but requires "Intentional Design." Because it is so open, the teacher must act as an "architect," building the constraints and paths that lead the student toward self-motivation.



	Without these adapted boundaries, the tool can be overwhelming; with them, it provides a unique sense of creative freedom.
Possible Use in Adult Education	<p>In adult education, Miro transitions from a simple whiteboard to a robust "Learning Management Environment" that supports andragogical principles (adult learning theory) like self-direction, experiential learning, and goal orientation.</p> <p>One can create frames that look like a cafe, an office, or a stage. Students can use avatars (or "draw your character") to navigate role-play scenarios like "Handling a Customer Complaint" or "The 30-Second Elevator Pitch."</p> <p>Instead of a new link every week, teachers can use one infinite Miro board for the whole semester. Organize it like a clock or a journey map. Students see the "territory" they've already conquered, which builds a sense of achievement.</p> <p>Create a "Kudos Card" section where adult learners can post positive feedback for each other. Peer recognition is a major driver of motivation in collaborative adult environments.</p>

2.3.6 Tool 6: Mural

Tool name	Mural (https://www.mural.co/)
Type	Visual Collaboration & Design Thinking
Short Description	A giant digital canvas focused on "guided" collaboration. It uses specialized "facilitator tools" like private voting and timers to lead groups through processes
Accessibility	Free version includes creating 3 murals, unlimited visitors with view-only rights and visual collaboration tools. The rest of the features are included in payed packages - Team+ / Business or Enterprise.
Platform	Web, Tablet, Windows/Mac apps
Required IT Skills	Basic - it requires some practice with "infinite canvas" navigation
Type of Activity	Problem-solving, team building, and strategic planning
Adaptability	<p>Whether the content can be adapted (difficulty level, language, task format, target group). A descriptive answer.</p> <p>MURAL allows the instructor to adapt the difficulty by locking or hiding sections of the canvas. You can start with a very simple, singular task and "Reveal" more complex layers as the students' confidence grows.</p> <p>You can create an "Outline" (essentially a table of contents) that students can click to jump between tasks. This adapts the level of self-navigation required; for beginners, you can guide them step-by-step, while advanced learners can be given the "Outline" to</p>



	<p>navigate the content at their own pace. You can adapt the difficulty of a "Problem Solving" task by providing either a blank grid (high difficulty) or a pre-filled framework like a Fishbone Diagram (scaffolded difficulty) to help them organize their thoughts. To adapt content for students with lower language proficiency, MURAL has a deep integration with Noun Project. You can replace text-heavy instructions with universal icons. For a soft skill like "Active Listening," you can use icons of ears, eyes, and hearts to explain the concept visually. You can adapt the board to use specific colors for different languages or categories. For example, "Red" notes for problems, "Green" for solutions, or "Blue" for instructions in a secondary language. This visual shorthand reduces the cognitive load of reading long sentences in a foreign language. You can attach links to specific objects. If an adult learner doesn't understand a specific soft-skill term (e.g., "Non-violent Communication"), you can link that word to a short explanatory video or a glossary in their native language. You can turn on "Private Mode" during a brainstorming session so students can't see each other's ideas while typing. This adapts the task from collaborative to independent reflection, preventing "groupthink" and allowing for more honest self-motivation exercises.</p>
Advantages	<p>MURAL's adaptability lies in its flexibility of structure. It is a tool that can be "tightly controlled" for learners who need a lot of guidance (low digital skill) or "completely open" for high-performing teams working on complex soft-skill strategies. For the teacher, it offers a "backstage" (the Facilitator Dashboard) that allows for real-time adjustments to the lesson's difficulty and pace</p>
Disadvantages/ Limitations	<p>Can be a steep learning curve for older adults with very low digital literacy.</p>
Possible Use in Adult Education	<p>For example it can be used as "The Team Agreement Canvas." At the start of a group project. One can have adult learners use a Mural template to negotiate their "Team Norms" - how they will handle disagreements, deadlines, and communication.</p>

2.3.7 Tool 7: Skillion

Tool name	Skillion (https://skillion.hu/en)
Type	Gamified productivity and habit-building app / digital tool
Short Description	<p>Skillion is a gamified habit-tracking and goal-setting app that turns everyday tasks and personal development activities into a game-like experience. Users create goals, break them into small tasks, and earn points, achievements, or level-ups for completing them. The app</p>



	promotes motivation, self-discipline, and consistent progress through rewards, streaks, challenges, and progress feedback.
Accessibility	Freemium (Basic functionality available for free; additional features such as advanced statistics, custom themes, or extended habit-tracking options may be available in paid plans.)
Platform	iOS / Android (availability may vary by region or version)
Required IT Skills	Minimal (The interface is intuitive and suitable for users with basic digital skills.)
Type of Activity	Motivational gamified activity / Habit-building / Self-management and reflection / Goal-tracking / Behaviour-change support
Adaptability	<p>Skillion is highly adaptable at the content level, because users can define their own goals, task categories, routines, or personal learning activities. Difficulty can be adjusted by changing task frequency, workload, or reward value. The tool supports different target groups (adult learners, professionals, lifelong learners) because tasks are fully customizable — from language practice and reading to study habits or wellbeing routines.</p> <p>However, the game mechanics themselves are fixed (points, levels, streaks, rewards), meaning educators cannot redesign the structure of the gamification system — only the content that is tracked within it.</p>
Advantages	<p>Strong motivational design that encourages regular practice and self-regulation.</p> <p>Supports micro-learning and incremental progress through small tasks.</p> <p>Flexible and applicable across many personal or learning contexts.</p> <p>Promotes reflection, persistence, and habit formation.</p> <p>Suitable for busy adult learners with limited time.</p> <p>Low entry barrier — easy to use and accessible for different skill levels.</p>
Disadvantages/ Limitations	<p>Focuses primarily on individual motivation, with limited collaboration or social interaction.</p> <p>Not designed for complex learning tasks or communication-based activities.</p> <p>Risk of “gamification fatigue” for users who are not motivated by points or streaks.</p> <p>Some useful features may be restricted to the paid version.</p> <p>Progress depends on self-discipline and honest self-reporting, which may reduce reliability in formal learning contexts.</p>
Possible Use in Adult Education	In adult education, Skillion can be used as a motivational companion tool to support learning habits such as regular study time, vocabulary review, reading practice, or completion of learning milestones. It is useful in blended or self-paced learning environments, where adults track their progress between sessions and receive gamified



	reinforcement (points, streaks, achievements). Educators may encourage learners to use the app to build consistency, autonomy, and long-term engagement with their learning goals.
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2.3.8 Tool 8: Forestapp

Tool name	Forestapp
Type	Gamified productivity app / motivational self-management tool
Short Description	Forest is a gamified focus and time-management app that helps users stay concentrated while studying or working. When a user starts a focus session, they “plant a tree.” The tree grows only if the user remains focused and avoids using the phone for distracting activities. If the session is interrupted, the tree “withers.” Over time, users build a virtual forest, earn rewards, and develop habits of sustained attention and disciplined study.
Accessibility	Freemium / Low-cost paid app (Core features available; some extended features and synchronization options are paid, depending on the platform.)
Platform	Cross-platform
Required IT Skills	Minimal (Intuitive, guided interface suitable even for users with basic digital skills.)
Type of Activity	Motivational gamified activity / Focus & productivity support / Self-regulated learning aid / Time-blocking
Adaptability	Forest is moderately adaptable. Users can adjust the length of focus intervals and breaks, define learning or work goals, and categorize activities (e.g., studying, reading, writing, language learning). A group / shared session mode allows teams or learning groups to stay focused together, supporting accountability and motivation. However, the gamification structure (trees, rewards, growth mechanics) is fixed, and the app does not include educational content itself — it supports the learning process rather than delivering instruction.
Advantages	Strong gamified motivation — visual progress, rewards, “forest-building” feedback. Encourages concentration, discipline, and habit formation. Suitable for short study blocks and micro-learning. Helps reduce distraction and procrastination. Optional group mode supports shared study or work sessions. Simple, accessible, and suitable for a wide range of ages and skill levels.
Disadvantages/ Limitations	Does not provide learning content — it functions only as a supportive tool.



	<p>Less suitable for users who are not motivated by visual rewards or game mechanics.</p> <p>Success depends on self-discipline and honest use.</p> <p>Limited customization of the game system.</p> <p>Some features are available only in the paid version.</p>
Possible Use in Adult Education	<p>Forest can be used in adult education as a motivational companion tool to support focused study, independent learning, exam preparation, or project work. It helps adult learners build consistent study habits, time-management routines, and the ability to work without digital distractions. Educators may integrate Forest during study blocks, silent work sessions, or online learning activities, encouraging learners to stay engaged and focused.</p>



3 Conclusion

In conclusion, this report has provided a comprehensive overview and analysis of currently available digital tools that support gamification in adult education. The selected tools demonstrate clear potential to enhance learner engagement, motivation, and active participation across the key areas of digital literacy, teaching English as a foreign language, and the development of self-motivation and soft skills. The analysis shows that gamified and interactive approaches can make adult learning more inclusive, flexible, and learner-centred, while also supporting different learning styles and levels of digital competence. Overall, the identified examples of gamification tools offer a strong foundation for the development of innovative learning activities and educational materials within the GamifiedEd project and contribute valuable insights for adult education providers beyond the project framework.