

## **A Systematic Review of Literature: Gameful Experience in Higher Education and Training**

**Authors :** Angelika Lau

**Abstract :** One aspect totally underrepresented regarding the effectiveness of gamification in education is gameful experience. To examine the extent to which gameful experience has been considered empirically, a systematic review was conducted. By doing so, comprehensive state-of-the-art research of gameful experience in higher education and organizational training is provided. This way, the actual gameful efficiency of gamification applications is disclosed and summarized. The review indicates that gamification provides positive effects, however, emphasizing the need for further research in this regard.

**Keywords :** game experience, gameful experience, game-like experience, gamification

**Conference Title :** ICCGMAT 2021 : International Conference on Computer Games, Multimedia and Allied Technology

**Conference Location :** London, United Kingdom

**Conference Dates :** March 15-16, 2021