Revolutionizing Higher Education: AI-Powered Gamification for Enhanced Learning

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Abstract : This project endeavors to enhance learning experiences for undergraduate pre-service teachers and graduate K-12 educators by leveraging artificial intelligence (AI). Firstly, the initiative delves into integrating AI within undergraduate education courses, fostering traditional literacy skills essential for academic success and extending their applicability beyond the classroom. Education students will explore AI tools to design literacy-focused activities aligned with their curriculum. Secondly, the project investigates the utilization of AI to craft instructional materials employing gamification strategies (e.g., digital and classic games, badges, quests) to amplify student engagement and motivation in mastering course content. Lastly, it aims to create a professional repertoire that can be applied by pre-service and current teachers in P-12 classrooms, promoting seamless integration for those already in teaching positions. The project's impact extends to benefiting college students, including pre-service and graduate teachers, as they enhance literacy and digital skills through AI. It also benefits current P-12 educators who can integrate AI into their classrooms, fostering innovative teaching practices. Moreover, the project contributes to faculty development, allowing them to cultivate low-risk and engaging classroom environments, ultimately enriching the learning journey. The insights gained from this project can be shared within and beyond the discipline to advance the broader field of study.
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