BRAINSTORM part 1 | How can learning analytics contribute to the research field of gamification?

To inform on how learning analytics can contribute to gamification, frameworks used in LA can be applied to various domains such as education, psychology, and technology. These frameworks can help in understanding students’ learning mechanisms and behaviors, and provide insights on how to adapt these frameworks to enhance user engagement. By analyzing user data, KPIs can be generated to track user performance and provide feedback to the user. As a result, better adaptation and engagement can be achieved.

What are good avenues for research?

- Interplay with other design (learning mechanics)
- Efficiency of algorithms for adaptive learning
- Novel mathematical models for game analytics
- Ability to detect disengagement and improve it
- Efficient algorithms for adaptive learning
- Freedom to engage with different learning mechanics
- Establishing basis for affective computing in gamification
- Developing interactivity and immersion in the learning process
- Designing user interfaces to offer engaging experiences
- Providing meaningful feedback to users
- Generating more realistic behavioral patterns in agents
- Using KPIs to track engagement, interest, and knowledge levels
- Providing feedback to students based on their learning behaviors
- Offering a basis for gamification in educational roles
- Inclusion and diversity in gamification design
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As a last step, come up with good names for the clusters (labeled avenues for now).