

A simpler definition would be that Game-Based Learning (GBL) is learning through playing. Which is what we use to learn at a young age anyway, and we already have that as proof that GBL is a successful way of teaching people about things.

According to [the Learning Counsel](#), games have been used as a learning tool for centuries. Chess was used to teach strategic thinking as far back as the Middle Ages, and the game of “Kriegsspiel” was invented in 1812 specifically to teach Prussian officers strategy. Beyond military strategy, the genesis of Kindergarten in the mid-1800s was Friedrich Fröbel’s ideas of learning through play.

The core concept behind game-based learning is teaching through repetition, failure and the accomplishment of goals. Video games are built on this principle. The player starts off slow and gains in skill until they’re able to skillfully navigate the most difficult levels. Games that are planned and designed well will offer enough difficulty to keep it challenging while still being easy enough for the player to win.

Game-based learning takes this same concept and applies it to teaching a curriculum. Students work toward a goal, choosing actions and experiencing the consequences of those actions. They actively learn and practice the right way to do things. The result is active learning instead of passive learning.

A good video on GBL and its difference to Gamification:

<https://www.youtube.com/watch?v=Co3Irp7nwyY>

There are many benefits to GBL:

1. Game-Based Learning helps in Retaining Learning Insights:

Enterprises invest heavily in training employees and then struggle to retain the learnings once they retire or leave. Game-based training usually has machine learning built into the systems which allow all colleagues, past and present to benefit from the combined knowledge pool. Besides, game-based learning allows learners to progress at their own pace, thus, making learning a more personalized experience.

2. Learning through Familiar Devices:

Game-based learning can be possible through devices which employees are already familiar with, for example, the smartphone. The familiarity with these devices simplifies learning. With apps installed in their phones, employees can use today's digital and machine tools to improve their productivity and enhance their skills to further improve their careers.

3. Learning by Doing:

As digital technology grows, it becomes more and more difficult to keep the employees engaged. Game-based learning helps to bridge this gap and bring them closer to reality. It makes learning multisensory and more alive. The more the learners do, the more they learn, the more they assimilate and the more they retain.

4. Reduce Chances of Failure in the Real World

As mentioned, games resemble the real world, which means that the company benefits by allowing its employees make and learn from their mistakes in the virtual world, rather than making mistakes in actual situations. This in turn helps the company to save both money and

reputation. Employees trained extensively in the virtual world are less likely to fail in the real world.

5. Motivation

We could say that if students were always motivated, teachers' problems would disappear. Motivation is the key to good teaching and learning flow in the classroom. For this reason, GBL is very effective, as games are naturally motivating and engaging. Moreover, games provide something that can be described as "far from a traditional lesson" and they are often include competition among students; which can raise the level of motivation in a classroom. Teachers can decide on the type of competition and create supportive teams to lower the level of stress among students.

6. Student centered

Games are naturally student-centered and students should be involved in the preparation of the game. If they are engaged and interested, they will accomplish tasks more willingly than with traditional activities. Usually, when teachers set up the goals and the rules, most students will work without any further explanation and teachers can monitor and assist their students.

Sources:

Game-Based Learning: What Is It? GBL vs Gamification: Types and Benefits –

<https://www.teacheracademy.eu/blog/game-based-learning/>

Top 10 Advantages of Game-Based Learning - <https://www.hurix.com/advantages-game-based-learning/>