

# LEARNING GEOGRAPHY USING MODERN TEACHING AND LEARNING METHODS – GAMIFICATION

## ÎNVĂȚAREA GEOGRAFIEI PRIN FOLOSIREA METODELOR MODERNE DE PREDARE ȘI ÎNVĂȚARE - GAMIFICATION

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**Rezumat.** Geografia reprezintă disciplina care formează conștiința globală, favorizează cunoașterea în detaliu a țării natale, a localității și conduce elevii către tărâmurii încă nevăzute. Importanța orelor de geografie în școală este deosebit de importantă, întrucât aceasta pune în valoare viziunea spațială pentru înțelegerea lumii contemporane, contribuie la autoeducație permanentă și antrenează activitatea elevilor în funcție de metodele didactice utilizate de cadrul didactic. Pe lângă metodele tradiționale, centrate pe acțiunea profesorului (explicația, povestirea, expunerea), utilizarea și integrarea în cadrul orelor de geografie a metodelor moderne și a unor strategii didactice stimulative impune și o capacitate deosebită a profesorului de cunoaștere și stăpânire a metodelor integrate în oră, deschide mintea elevilor către cunoaștere, stimularea creativității, formularea de soluții și noi ipoteze. În cadrul acestui articol, am dorit să analizez utilizarea metodelor moderne de lucru la clasă, și anume folosirea ludificării (gamification). Dezvoltarea rapidă a tehnologiei și utilizarea la clasă a instrumentelor de tip e-learning, a platformelor educaționale ajută atât profesorii, cât și elevii în procesul educațional. Caracterul interactiv, motivant și posibilitatea integrării elementelor media (fotografii, materiale audio, videoclipuri) potrivite reprezintă un atu semnificativ pentru profesor, deoarece conduc elevii prin joc către scopul educației – învățarea.  
**Cuvinte-cheie:** gamification, metode didactice, e-learning, platforma educațională

### Introduction

Geography represents the discipline that study the Earth processes and helps the understanding of natural geographical phenomena, risks, and socio-economic processes [2]. It is good to use a combination of traditional learning methods, centred on the teacher's activity, with innovative, modern methods where the student is the main actor of the lesson [9]. Learning geography considers the conscious and active participation of students, the stimulation and development of motivation for learning. However, learning geographic concepts, laws, principles is a basic element for learning geography. The use of worksheets and silent maps contributes to the practical application of theoretical knowledge and learning abilities. The development of technology also required the development of working methods, which led to the emergence of modern working methods and e-learning platforms [8].

Gamification in learning stimulates motivation, learner engagement, and social influence and can improve student engagement, motivation, and performance [15]. Gamification represents a useful modern tool to generate more powerful and motivational

environments for learning [7]. This modern teaching methods depends on the availability of the teacher to create materials and is regarded to the student's motivation [1]. There are some advantages of using gamification in learning process: knowledge retention, and collaborative work [5].

Modern learning methods in geography include interactive learning, group work, teachers' presentations, inquiry-based learning, and argumentation, with a focus on sustainable development goals and learning [14]. These methods can improve students' quality learning by using the computers in various segments of the teaching process: draw maps, make presentations, create educational games [3, 10]. Also, creating hand-drawn maps and learning of geographical information systems concepts conduct to the development of the spatial perspective and enhance the analysis and interpretation of spatial data [4, 12]. Also, the smartphones can be used in fieldwork-based geography learning to collect data and conduct observations, measurements, and interviews about natural and social landscapes and phenomena [6].

Nowadays, there are various platforms in geography learning such as games learning, experiments, and gamification. Kahoot!, when appropriately used, can improve learning outcomes, and enhance curricular and extracurricular collaboration in both regular and flipped classes [16]. Kahoot's online platform can be used as a creative learning medium for students to acquire knowledge about local culture, improving their learning ability in today's world [11]. In this article, the author analyses the use of modern working methods in the classroom, namely the use of gamification This interactive and motivating teaching method can be successfully used on various topics from geography classes.

#### **Disadvantages and advantages of using the traditional methods.**

##### **The disadvantages** of using traditional methods

- the questions are formulated by the teacher.
- the entire activity belongs to the teacher.
- the message is issued entirely by the teacher, in a one-way way.
- the teacher has the information, and the student is the one who listens.
- the didactic activity belongs to the teacher, the student being the one who accumulates the information.
- learning is achieved through memory.
- the focus is on the contents.

##### **The advantages** of using traditional methods

- stimulates extrinsic motivation for learning.
- determine the students to know the concepts, working methods.
- the combination with the methods in which the students are involved leads to the success of the lesson.

#### **How can we use Kahoot on classroom?**

The results of this paper were collected from using Kahoot platform from 2022-2024 on various topics such as: economic geography, countries and capitals from Europe, environments and measures for protection, flags and correlation with countries.

The live games could be made in classes, up to 40 students for basic account or more if it is a premium account, but the teachers must give to students a PIN or a QR code to connect.

This brings friendly competition, and students must compete for a top place on the podium. The student with the quickest and most correct answers will have higher score. All students will see on a live game session which student was on the top.

The Kahoot offers now the possibility to have more special and engagement classes activities such as Classic mode, Team mode, Robot Run, The Lost Pyramid, Submarin Squad, Cosmic Conquest, Color Kingdoms, Treasure Trove, Tallest Tower, Chill Art. The classic mode it is the most used manner in Kahoot due to its accessibility and feasibility.

The most used activities from the live games were the countries and capitals from Europe, touristic activities in Romania, European Union Flags. The assignments were used especially for homework or as a collaborative work in classroom.

### **Advantages of using gamification in the learning-teaching-evaluation process**

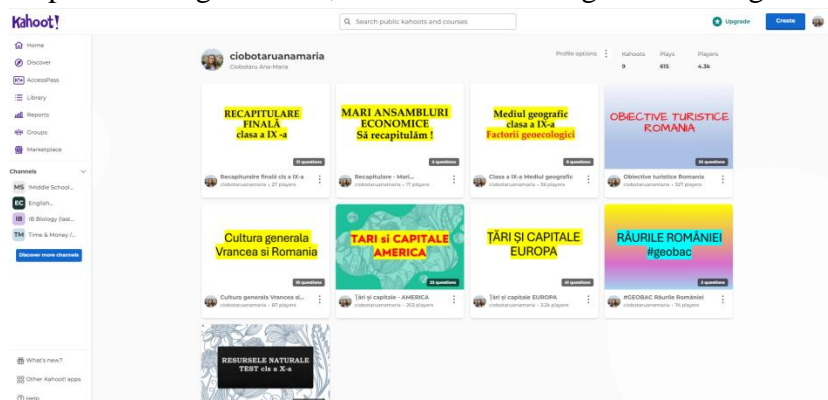
Gamification is a new and modern learning method and brings some advantages also for teachers and for students, also (Fig. 1).

#### **The advantages for teachers:**

- interactive, innovative teaching materials can be created.
- learning concepts cross-sectionally using critical thinking.
- motivational lessons.
- conveying difficult concepts (class XI) in an easier way for students.
- development of digital skills, continuous learning.

#### **The advantages for students:**

- active involvement in the lessons.
- stimulating competition between students (rankings).
- learning by discovering concepts, searching for answers.
- active learning.
- students are engaged in the lesson and eager to learn and not just passively participate in class.
- the development of digital skills, continuous learning and learning through discovery.



**Fig. 1. Use of Kahoot on classroom; some examples such as Countries and Capitals – Europe and South America, tourist sights Romania, different reviews**

### **Conclusions**

The use of gamification and other modern methods stimulates active learning and determine the improvement of the digital skills of both teachers and students. Students learn through discovery and form attitudes (savoir-etre) and the work in teams and groups leads the

students to exploration, collaboration, and investigation in certain situations. The modern teaching methods helps the teacher to create an interactive lesson.

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