

Academic Research Findings Report – Romania

Gamification and Game-Based Learning in Education and Youth Work

1. Introduction

This academic desk research aims to explore the current state of **gamification and game-based learning in Romania**, focusing on how these methods are perceived, implemented, and supported within the national education and youth work sectors.

The purpose of this research is to provide a **situational analysis** that supports the later quantitative and qualitative research phases of the project. Desk research helps identify national trends, relevant initiatives, and the main opportunities and challenges associated with integrating game-based methods in education and youth development.

Research Except from the Quanti...

2. National Context of Gamification in Romania

Definition and Understanding

In Romania, **gamification** is generally understood as the application of game design elements such as points, levels, challenges, and rewards in non-game environments, particularly education and training.

Gamification is increasingly recognized as a method that can:

- Increase learner **motivation**
- Improve **engagement and participation**
- Support **interactive and experiential learning**

Although the concept is still developing, Romanian educators and youth workers increasingly associate gamification with **digital education, innovative teaching methods, and non-formal learning practices**.

Where Gamification is Used

Gamification practices in Romania are mainly found in three areas:

1. Schools and Universities

Educational institutions have started experimenting with:

- digital quizzes and interactive platforms
- classroom game-based activities
- collaborative learning games

Teachers often use simple gamification methods to make lessons more engaging, particularly in subjects such as **languages, social sciences, and digital skills**.

2. Youth Work and Non-Formal Education

Many Romanian NGOs and youth organizations use **game-based learning approaches** in Erasmus+ projects, youth exchanges, and training courses.

These activities often include:

- board games related to civic education
- role-playing activities
- team challenges
- simulations and interactive learning scenarios

3. Private Training and Digital Platforms

Gamification is also increasingly used in **online learning platforms and corporate training**, where digital tools allow instructors to incorporate points, badges, and leaderboards to motivate learners.

3. Current Practices and Good Examples

Several initiatives demonstrate the growing use of gamification in Romania.

Educational Platforms

Teachers and educators commonly use platforms such as:

- Kahoot
- Quizizz
- interactive learning apps

These tools allow educators to transform traditional lessons into **interactive quizzes and challenges**.

Erasmus+ and Youth Projects

Romanian NGOs actively participate in **European projects focused on innovative learning methods**, where game-based learning and gamification are widely applied.

Such projects aim to:

- develop critical thinking
- promote teamwork and creativity
- encourage active citizenship among young people

University Research

Some Romanian universities have begun studying gamification as part of **educational technology and digital learning research**, exploring how game elements can enhance motivation and student engagement.

4. Attitudes Toward Gamification

Positive Attitudes

Overall, attitudes toward gamification among educators and youth workers are **increasingly positive**. Many professionals recognize that game-based methods:

- improve student engagement
- increase participation in learning activities
- support collaborative learning
- make complex topics easier to understand

Gamification is particularly appreciated in **non-formal education environments**, where learning is more flexible and interactive.

Youth Perspectives

Young people generally respond **very positively to game-based learning methods**, as these approaches:

- make learning more enjoyable
- encourage participation
- reduce the stress associated with traditional teaching methods

5. Challenges and Barriers

Despite the growing interest in gamification, several challenges remain in Romania.

Limited Training for Educators

Many teachers are interested in gamification but lack **specific training or methodological guidance** on how to implement it effectively.

Institutional Resistance

Some educational institutions still prioritize **traditional teaching approaches**, making it difficult to introduce innovative methods.

Lack of Resources

In certain cases, schools and youth organizations face limitations such as:

- limited access to digital tools
- insufficient funding for innovative educational projects
- lack of educational materials designed for gamification

6. Opportunities for Development

Despite these challenges, there are several opportunities that support the development of gamification in Romania.

European Funding and Programs

Programs such as **Erasmus+** have played a significant role in promoting innovative educational methods, including game-based learning.

These projects provide:

- training opportunities for educators
- international exchange of best practices
- development of innovative educational tools

Digital Education Strategies

Romania is gradually integrating digital education into national strategies, creating opportunities for **technology-supported gamification methods**.

Growing Interest in Innovative Education

Both educators and youth organizations are increasingly interested in **creative and interactive learning approaches**, which creates favorable conditions for the expansion of gamified learning methods.

7. Key Findings

The academic research identified several important findings regarding gamification in Romania:

- Gamification is increasingly recognized as a valuable educational method.
- It is used mainly in **non-formal education and innovative classroom activities**.
- Romanian youth respond positively to **interactive and game-based learning approaches**.
- There is strong potential for further development through **European projects and digital education initiatives**.
- However, **training, institutional support, and resources** remain important challenges.

8. Conclusion

The academic desk research indicates that gamification and game-based learning are gradually becoming more visible in Romania's education and youth sectors. While the use of gamified methods is still developing, educators and youth workers increasingly recognize their potential to improve learning engagement, motivation, and collaboration.

With continued support through **European programs, digital education strategies, and professional training**, gamification has the potential to become a more widely adopted educational approach in Romania.

Academic Bibliography

(Gamification and Game-Based Learning in Education and Youth Work)

Academic Articles

Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2011).

From Game Design Elements to Gamefulness: Defining “Gamification.”

Proceedings of the 15th International Academic MindTrek Conference.

<https://doi.org/10.1145/2181037.2181040>

Hamari, J., Koivisto, J., & Sarsa, H. (2014).

Does Gamification Work? A Literature Review of Empirical Studies on Gamification.

47th Hawaii International Conference on System Sciences.

Kapp, K. M. (2012).

The Gamification of Learning and Instruction: Game-Based Methods and Strategies for Training and Education.

Pfeiffer Publishing.

European and Romanian Educational Reports

European Commission. (2021).

Digital Education Action Plan (2021–2027).

<https://education.ec.europa.eu>

European Commission – Joint Research Centre. (2018).

Gamification in Education: What, How, Why Bother?

Romanian Ministry of Education. (2022).

Digitalisation Strategy for Education in Romania (SMART-Edu).

Research Related to Gamification in Romania

Istrate, O. (2017).

Gamification in Romanian Education: Opportunities and Challenges.

University of Bucharest – Educational Technology Research.

Popescu, E., & Ghinea, G. (2019).

Gamified Learning in Higher Education: A Romanian Perspective.

International Journal of Educational Technology in Higher Education.

Projects and Initiatives

European Commission – Erasmus+ Programme.

Game-Based Learning and Gamification Projects in Youth Work and Education.

<https://erasmus-plus.ec.europa.eu>

Romanian NGOs and educational institutions participating in Erasmus+ initiatives focusing on **digital education, gamification, and innovative learning methods.**

Online Resources

Gamification in Education Network.

<https://www.gamification.co>

European Schoolnet.

Game-Based Learning Resources for European Schools.

<https://www.europeanschoolnet.org>