Gamification on education: A methodology to improve student engagement, motivation, and self-efficiency during e-learning, pandemic situation.

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Abstract. *Covid-19 pandemic has influenced learning process all around the world. All education institutions forced to change the learning approach from face-to-face learning to e-learning, as a mandatory tool for continuations learning process. The purpose of this paper is to analyse gamification on education as a methodology to improve online learning during pandemic situation. The analysis will consist in analytical description of gamification concept and game elements applied in education context. Secondly, this study will measure how this methodology will influence on improvement of student engagement, motivation, critical thinking, and self-efficiency. In conclusion, throughout analysing these points of view, this research will recommend a design framework for gamification applications.*

Keywords: gamification, e-learning, education, motivation, engagement

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