# imc My Digital School
# Serious games and gamification as learning boosters

## This is how successful games are in the classroom

Serious games are games that are not exclusively for entertainment, but also have another, "serious" purpose - namely, that something should be learned. Knowledge or skills are imparted through playful actions.

## Serious games from the perspective of pupils and students

**81%** of young people have already used serious games.

**81%** find that they can learn better with games than with other methods.

**67%** of students considered gamified learning to be more motivating and engaging than traditional courses.

Only a third stated that they had previously been involved with serious games at school or university.

Especially math or languages are practiced with the help of serious games in school.
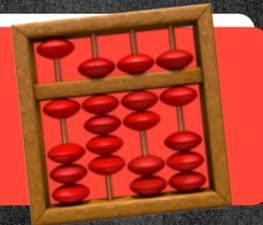
Privately, young people use serious games to develop job-relevant skills.

Students who were taught through gamification increased their performance by up to 89.45% compared to those who received only lectures.

Game-based learning in higher education will experience 15.4% growth by 2024.

## And what do the parents think about it?
## Of the parents surveyed:

**92%** liked serious games

**88%** have observed an improvement in learning performance.

**66%** have observed an increase in motivation.

**74%** have used serious games for their children before

**More than half of the surveyed parents would support the use of serious games in the classroom.**