



The Insurance Institute

A hand is shown typing on a laptop keyboard. Overlaid on the image are several circular icons representing gamification elements: a cluster of puzzle pieces, a bar chart with three bars labeled 2, 1, and 3, a lightbulb, a die inside a gear, a trophy, and a group of three people. The background is a blurred laptop screen with glowing blue circuit lines.

Game, Set & Pass: How Gamification is Personalising Learning Experiences
Rosa Whitfield, Head of Teaching and Learning



Student success & harnessing digital



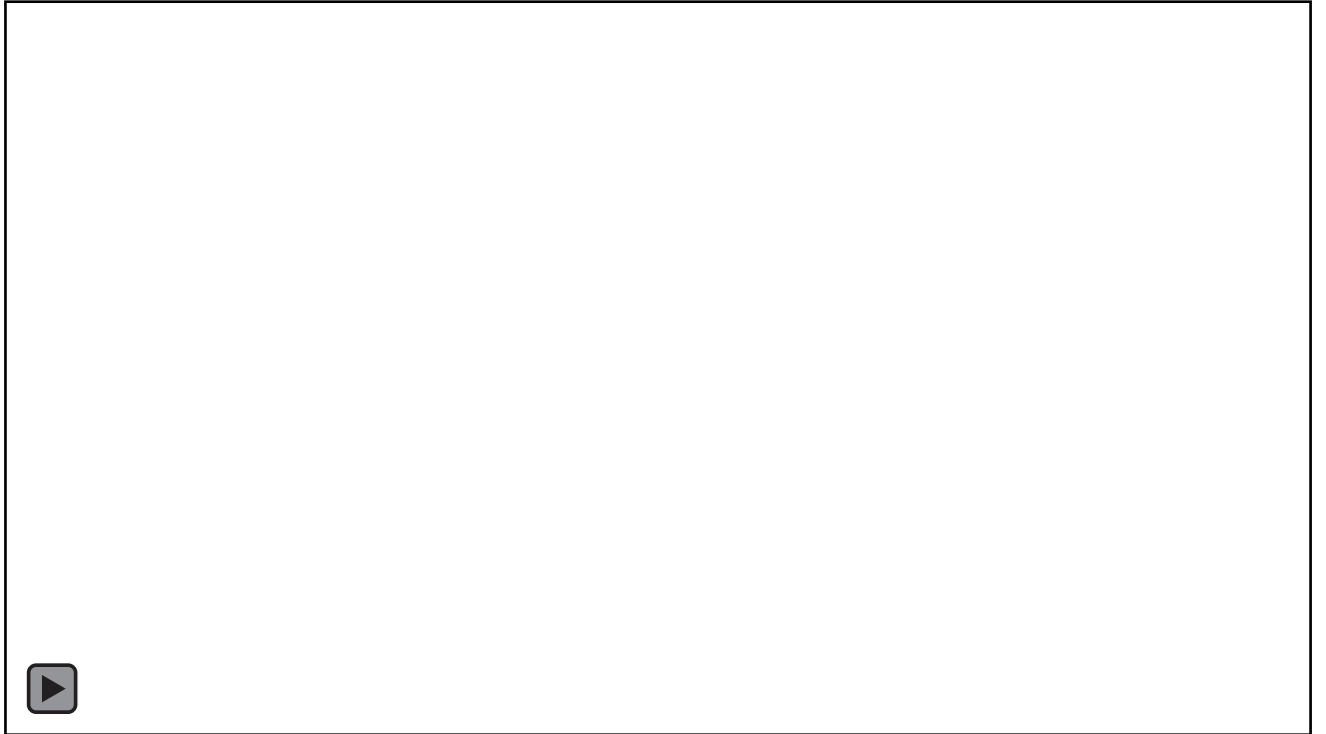
- Why?
enable student success through harnessing digital technologies
- How?
identified common areas of content students found most challenging
- What?
engaging digital and mobile learning to enhance these areas



Pedagogical approach

Work-based and active learning

- Commit syllabus to long term memory through active recall
- Builds confidence and understanding
- Accessible and on the go 24/7
- Sense of achievement and fun
- Self-testing





Quit



Learn. Revise. Play.

**Get feedback
as you learn.**

Instantly see which
answers you get right

**Stay motivated
with rewards.**

Earn badges and watch
your points rise as you
answer questions

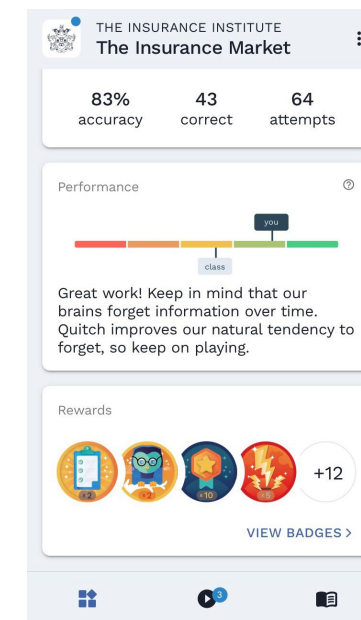
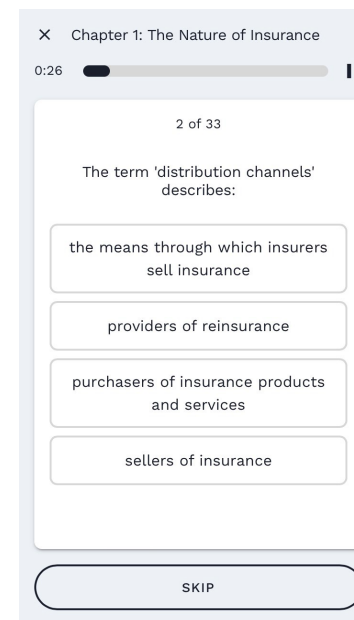


**Spot gaps in your
knowledge.**

Use Quit to revise for
tests and assessments

**Learn anytime,
anywhere.**

Make your commutes and
breaks more productive
with Quit

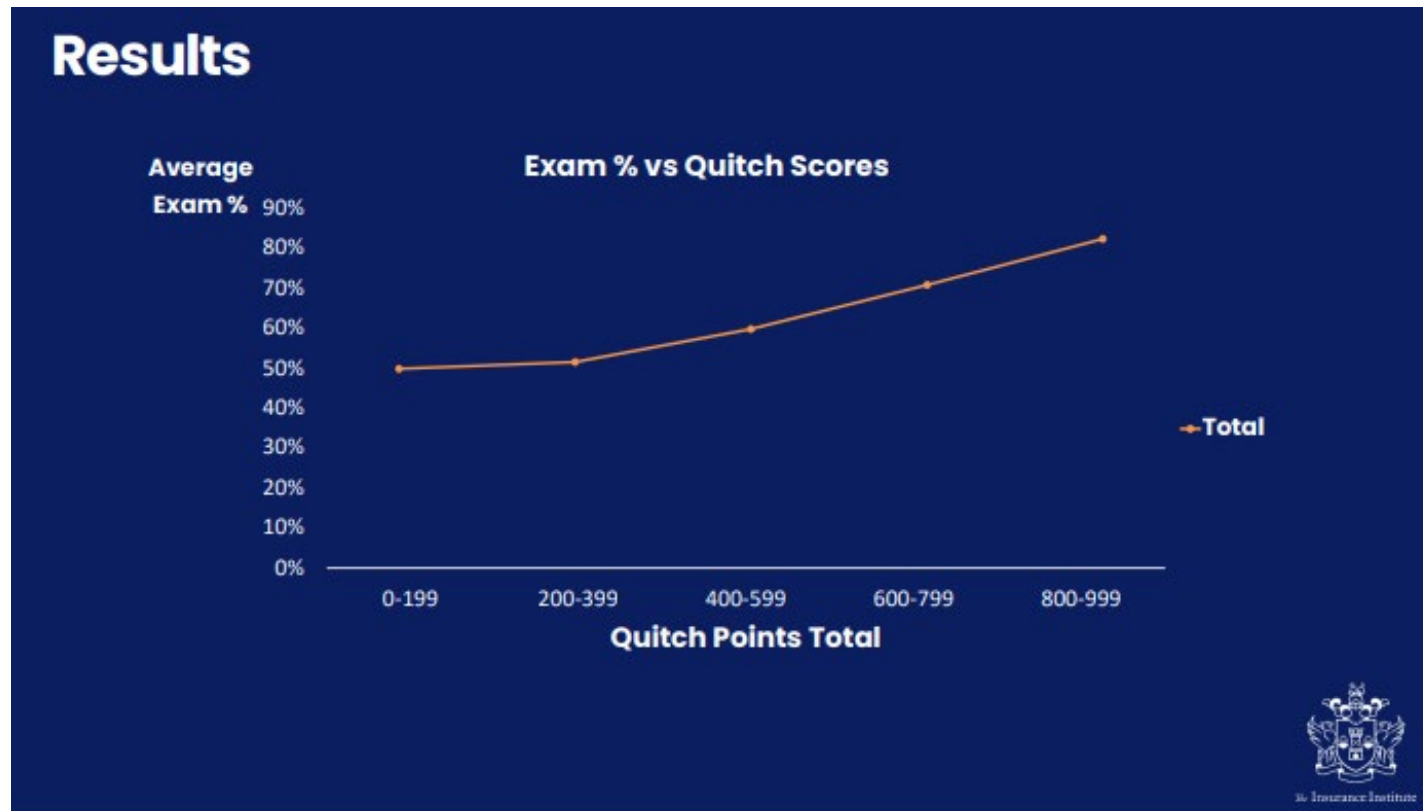


- Bite sized chunks, short bursts of rapid-fire gaming
- Nudges are embedded to keep students on track
- Analytics for students and Institute
- Motivational rewards and leader boards



Outcomes and learnings

96% pass rate with Quitch
improved their exam scores and aided progression





Feedback and next steps

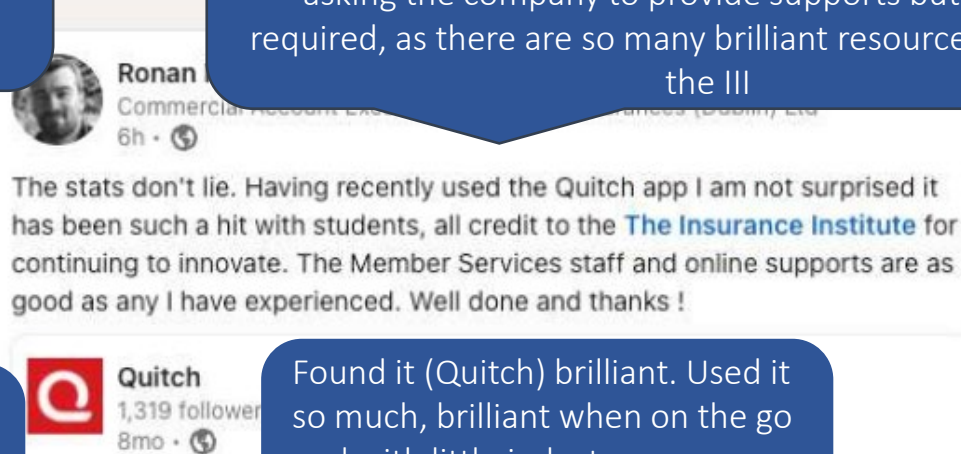
What our students had to say about our digital resources

Brilliant, really helpful for a visual learner. Infographics were great for summarising the info and presenting it in a very visual way. Rise questions (flick over cards etc.) were great.

Found the microlearning absolutely brilliant. As a manager of 160 people some of whom are also involved in CIP courses the company are incentivising team to qualify. Employees are asking the company to provide supports but this is not required, as there are so many brilliant resources provided by the III

The microlearning is fantastic and really suits practical learning.

Found it (Quitch) very handy, particularly as a convenient nighttime resource, did not have to open textbook or laptop.



Found it (Quitch) brilliant. Used it so much, brilliant when on the go and with little industry experience, found it a great learning support for terms etc.

Yes, found them really helpful. Completed these after study of each chapter too

The background of the slide is a photograph of a person's hands typing on a laptop keyboard. Overlaid on this image are several semi-transparent white icons: a target with an arrow, a trophy, a video game controller, a group of four people, a ribbon award, and a crown. These icons are arranged in a way that suggests a path or journey towards success.

**Any Questions Contact
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