GOVERNMENT OF INDIA
MINISTRY OF EDUCATION
DEPARTMENT OF SCHOOL EDUCATION AND LITERACY

LOK SABHA
UNSTARRED QUESTION NO. 1746

ANSWERED ON 31/07/2023

Gamified Learning

1746. SHRI K. NAVASKANI:

Will the Minister of EDUCATION be pleased to state:

(a) whether it has been brought to the notice of the Government that the Gamified Learning is a teaching method that incorporates elements of game design into the learning process in order to make it more engaging and interactive for students, and also that it has the potential to revolutionize the country's education system; and

(b) if so, the details of the steps that are proposed to be taken by the Government to fully realize the potential of gamified learning and transform education for the better?

ANSWER

MINISTER OF STATE IN THE MINISTRY OF EDUCATION
(SMT ANNPURNA DEVI)

(a) & (b)   Given the emergence of digital technologies and the emerging importance of leveraging technology for teaching-learning at all levels from school to higher education, National Education Policy (NEP) 2020 envisages a digital repository of content including creation of coursework, Learning Games & Simulations, Augmented Reality and Virtual Reality, with a clear public system for ratings by users on effectiveness and quality. Similarly, for fun based learning student-appropriate tools like apps, gamification of Indian art and culture, in multiple languages, with clear operating instruction is envisaged.

An Animation, Visual Effects, Gaming and Comics (AVGC) Promotion Task Force was been constituted on 08.04.2022 to promote AVGC Sector in the country. A Sub Task Force for Education and Skills was also constituted to inter-alia recommend measures to enable uniformity and alignment of India courses to international standards in AVGC skilling and education and suggest course curriculum for short and long term NSQF-aligned AVGC courses at skilling and educational institutions.

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