

Activity # 1

A. Read the following statements and drag them into **Gamification** and **Game-Based Learning** of international trade



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Being intrinsically rewarding is optional.

Usually game-like features are added to the LMS or any other system rather than the content.

The point is to motivate people to take some action and learn as an end result.

Games have defined learning objectives.

Playing the game is intrinsically rewarding.



Is usually hard and expensive to build.

Content is usually modified to fit the story and scenes of the game.

Is usually easier and cheaper.

The tasks have points or some form of reward.

The point is to motivate people to take some action and learn and do something.