



# **Impact of Gamification on Student Engagement and Motivation in Public Schools: Evidence from Jind District**

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## **Abstract**

Gamification has emerged as an innovative pedagogical approach that incorporates game-based elements such as points, badges, leaderboards, challenges, rewards, and feedback into the learning process. This study examines the impact of gamification on student engagement and motivation in public schools, with particular reference to Jind District, Haryana. The study focuses on how gamified learning activities influence students' participation, interest, classroom interaction, and willingness to learn. In public school settings, where teachers may face challenges related to limited resources, diverse learning abilities, and varying levels of student motivation, gamification can provide an interactive and learner-centered approach to education. The study explores students' perceptions of gamified activities and assesses their potential contribution to academic involvement and positive learning experiences. It is expected that the use of appropriate game-based strategies can increase students' attention, encourage active participation, provide immediate feedback, and create a more enjoyable classroom environment. At the same time, factors such as access to digital resources, teachers' technological competence, classroom size, and students' familiarity with technology may influence the effectiveness of gamification. The study highlights the importance of designing gamified activities that align with curriculum objectives rather than focusing solely on competition and rewards. Overall, the findings are expected to demonstrate that thoughtfully implemented gamification can strengthen student engagement and motivation while supporting innovative teaching practices in public schools of Jind District.

**Keywords: Gamification, Student Engagement, Student Motivation, Public Schools, Jind District, Haryana, Game-Based Learning, Digital Education, Classroom Participation, Innovative Teaching.**