Special Issue

Serious Games and Gamification in School Education

Message from the Guest Editors

Serious games and gamification in school education are research areas that focus on the integration of games and/or game elements into educational settings to enhance learning, engagement, and motivation. In the scope of this Special Issue, we understand serious games as fully fledged games designed with education as their primary purpose, rather than as pure entertainment, while we understand gamification as the introduction of game design elements and game principles into school education contexts.

Both serious games and gamification can significantly increase student engagement by making learning more interactive and experiential. Engaged students are more likely to attend classes, pay attention, and put effort into their work, leading to better educational outcomes and improved knowledge acquisition and retention. But beyond content knowledge, these approaches can help students develop essential 21st century skills, including problem solving, critical thinking, collaboration, and digital literacy. Serious games and gamification platforms can track user progress and performance, providing valuable data that educators can use to tailor instruction to meet student needs.

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About the Journal

Message from the Editor-in-Chief

From its first issue in 2011, *Education Sciences* (ISSN 2227-7102) has grown as a scholarly international open access journal. Its aim remains to publish extended full-length research papers that have the scope to substantively address current issues in education. As a member of the Committee on Publication Ethics (COPE), our goal has been to disseminate high quality research. Our publisher, MDPI, takes the responsibility to enforce a rigorous double-blind peer-review together with strict ethical policies and standards to ensure to add high quality scientific works to the field of scholarly publication.

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