

## **Gamification As a Tool Related to Students' Motivation And Independence In Academic Education\***

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### **Abstract**

The article discusses issues related to gamification in the didactic process, focusing on its application in higher education. The author, based on available reports and research, reviews examples of the use of gamification techniques at Pomeranian University in Słupsk, particularly in the context of courses such as "Gamification in HR" and "Management." The examples presented in the study are analyzed in relation to educational outcomes, divided into three categories: knowledge, skills, and competencies.

The article includes the thesis that gamification in higher education significantly affects the increase in students' intrinsic motivation, their engagement in the learning process, and the improvement of academic performance, particularly in the area of independent work. Based on the conducted research, the author demonstrates the didactic potential of the gamification process and its practical applications in academic education. This analysis aims to examine how gamification can support the teaching process by enhancing educational effectiveness through greater student engagement and learning efficiency.

**Keywords:** gamification, educational innovations, student initiatives