

# Conference (Conference Session)

Nov 11 2025 | 11am - 11:25am

Level Up Learning: Why Gamified Classrooms Rule

## Session Summary:

Forget boring worksheets — this session dives into how gamification transforms passive learning into high-powered engagement. From classroom quests to behavior-based reward systems, discover how game elements like leaderboards, missions, and avatars motivate students to take ownership of their progress. Whether you're a curious beginner or ready to boss-level your lesson plans, we'll explore frameworks that fuel mastery, creativity, and joy in learning. It's time to play your way to deeper student outcomes. Join this session to:

- Understand core mechanics of gamification (points, badges, levels, challenges)
- Identify ways to apply game design principles to different subjects
- Explore how gamification supports intrinsic motivation and collaboration

## Speakers:



• [Abeda Natha](#) | Senior Director of Digital Learning - Gems Education

**Categories:**

- Gaming and Gamification in Education

Nov 11 2025 | 11:25am - 11:50am

How to Bring Engagement, Equity, and Energy Into Every Lesson

**Session Summary:**

This presentation explores how gamification can transform classrooms into spaces of engagement, equity, and energy. By blending storytelling, choice, challenges, and rewards, educators can make learning both rigorous and joyful. It highlights successful gamified curriculum models across subjects, from math quests to history simulations, aligned seamlessly with academic standards. Both digital platforms like Classcraft and Kahoot and low-tech strategies such as point charts and role cards are showcased. Through an

interactive activity, participants experience gamification firsthand. The session concludes with a clear vision: gamification is not about chaos—it is about empowering every learner to thrive with purpose and passion.

**Speakers:**



• [Dr S Reshma](#) | Director - Principal - Regent's Gulf Indian High School  
Dubai

**Categories:**

- Gaming and Gamification in Education

Nov 11 2025 | 11:50am - 12:15pm

Points, Power-Ups & Progress Bars: What Makes Students Keep Playing (and Learning)

**Session Summary:**

Why do students go all in for classroom quests but zone out during tests? This session reveals the magic behind game mechanics that light up motivation — from progress bars to power-ups, leaderboards to unlocking new levels. We'll break down how these core features drive effort, focus, and emotional connection to learning. Expect to leave with a toolkit of mechanics you can apply to any subject and any age group. Warning: may cause unexpected bursts of joy in your lesson plans. Join this session to:

- Identify foundational game mechanics that enhance motivation
- Understand the psychology behind reward systems and player progression
- Explore classroom applications for mechanics like leveling up, badges, and time limits
- Compare extrinsic vs intrinsic motivation in gamified learning environments

**Speakers:**



[Dr Neveen Abdelaziz](#) | Associate Professor and Programme Director -  
University of Birmingham Dubai

**Categories:**

- Gaming and Gamification in Education

Nov 11 2025 | 12:15pm - 1pm

Panel Session: Brains, Badges & Dopamine: The Science Behind Playful Learning

**Session Summary:**

Gamified learning isn't just fun — it's neuroscience in action. This session pulls back the curtain on why students lean into quests and scoreboards but tune out of textbooks. This session unpacks how game mechanics stimulate motivation, flow, and emotional investment by tapping into core psychological drivers like autonomy, mastery, and purpose. Join this session

to:

- Understand psychological theories behind engagement in game-based environments
- Identify intrinsic and extrinsic motivators within gamified learning systems
- Evaluate the balance between challenge, autonomy, and reward to sustain engagement

**Speakers:**



[Dr Ghadah Al Murshidi](#) | Associate Professor - Curriculum and Instruction Department, College of Education, United Arab Emirates University



[Salama Binghalib](#) | Student - American Academy for Girls





[Prof. Amjad Gawanmeh](#) | Professor and Director - University of Dubai

**Categories:**

- Gaming and Gamification in Education

Nov 11 2025 | 1pm - 1:25pm

Power Up Learning Through Gamification

**Session Summary:**

This session will explore how game-based learning can elevate student motivation, foster collaboration, and cultivate a growth mindset. Join this session to:

- Discover how gamified tools can transform passive learning into active, inquiry-driven experiences.



- Learn to design hands-on challenges and case-based investigations that boost student motivation, collaboration, and critical thinking.
- Explore smart reward systems and classroom management strategies that reinforce a growth mindset and sustain learner engagement.

**Speakers:**



• [Qurat ul Ain Naeem](#) | Mathematics Teacher - Al Reef Charter School Al Ain Abu Dhabi

**Categories:**

- Gaming and Gamification in Education

Nov 11 2025 | 1:25pm - 1:50pm

Step Into the Future: How AR, VR & AI Are Rewiring Learning

**Session Summary:**

Move over textbooks — immersive tech is changing the game. Augmented reality, virtual reality, and AI are creating dynamic, multisensory experiences that deepen understanding and spark curiosity. From virtual labs to historical simulations and AI-powered tutors, the evolution is turning classrooms into connected universes. Join this session to:

- Define immersive technologies and their educational potential
- Understand how immersive tech enhances cognitive retention and empathy
- Evaluate implementation models for various budgets and infrastructures

**Speakers:**



[Dr. Georges Kachaamy](#) | Director of the Center for Research, Innovation,

and Design (CRID) and Professor of Architecture - American University in Dubai (AUD)

**Categories:**

- AI and EdTech
- Gaming and Gamification in Education

Nov 11 2025 | 1:50pm - 2:15pm

Evolving Education: Learners, Facilitators and Resources

**Session Summary:**

Education is continuously transforming as technology, AI, and innovative teaching methods reshape the connection between learners, facilitators, and learning resources. This session explores how each of these elements evolves to create more engaging, adaptive, and effective learning environments. This session will focus on:

- The evolving roles of learners, facilitators, and resources in modern education
- How technology and innovation enhance engagement and creativity across disciplines
- Practical recommendation for facilitators and institutes about challenges in building dynamic, learner-centered system

**Speakers:**



[Prof. Amjad Gawanmeh](#) | Professor and Director - University of Dubai

**Categories:**

- Gaming and Gamification in Education
- STEM Education

Nov 11 2025 | 2:15pm - 2:40pm

The New Literacy: Video Games Beyond Entertainment

**Session Summary:**

In a world shaped by screens, streams, and simulations, video games have emerged as more than a pastime, they are a powerful language of the 21st century. From interactive storytelling to immersive simulations, games are shaping how we learn, collaborate, and imagine futures. This session redefines what it means to be “literate” today, exploring how fluency in video game environments empowers students with creativity, critical

thinking, and problem-solving skills that go far beyond play. Join this session to:

- Understand how video games function as cultural texts and learning ecosystems
- Explore the applications of game-based learning in fostering creativity, collaboration, and resilience
- Recognize the value of game design principles as a literacy that bridges entertainment, education, and innovation
- Learn strategies to apply gaming elements in designing educational environments

**Speakers:**



[Iyad Alsabouni](#) | Program Coordinator, Bachelor of Science in Game Design and Development - American University in Dubai

**Categories:**

- Gaming and Gamification in Education

Nov 11 2025 | 2:40pm - 3:15pm

Grades & Games: Turning Assessment into Achievement Adventures

**Session Summary:**

Who says assessment has to feel like a final boss fight? This session explores how gamified tracking — like badges, progress bars, and unlockable challenges — transforms traditional evaluation into meaningful motivation. Learn how educators are designing systems that celebrate growth, not just grades. Whether you're building quests for mastery or avatars for effort, it's time to assess learning with joy and creativity. Join this session to:

- Identify gamified assessment techniques and its advantages over traditional formats
- Explore strategies for designing achievement systems tied to learning goals
- Learn how gamified feedback boosts self-efficacy and student agency

**Speakers:**





•  
[Ruth E Manlandro](#) | Innovation and Technology Coach - GEMS  
International School Al Khail

**Categories:**

- Gaming and Gamification in Education