PlayBrighter

PLAYBRIGHTER

https://edshelf.com/tool/playbrighter/

CATEGORY: Action and Simulation Games

GRADE AND SUBJECT: For all grades and all subjects, best for languages and science learning.

SHORT DESCRIPTION: PlayBrighter is an online game-based educational platform that allows teachers to organize attractive learning sequences and create curricula-based educational games for their students to play.

READING TIME: 4 minutes

LEARNING GOALS: Students could perceive traditional teaching methods as tedious and boring. For this reason, teachers should consider introducing new methods based on modern technologies, such as game-based learning platforms like PlayBrighter, to make their lessons more interactive and engaging for students. Through the interactivity of games and the incorporation of game elements in teaching, teachers can capture students' attention and involve them more.

MOMENTS OF NEED OF THE TOOL: PlayBrighter is a useful tool for teachers to test and verify students' knowledge of topics and subjects learned, identifying possible gaps to intervene before moving on to another topic. It is also useful for students to revise and memorize lessons better.

LEVEL OF DIFFICULTY (RATING) AND AGE LEVEL: Medium, 10+

WHY USE THIS TOOL: PlayBrighter is a useful platform for teachers to create and manage their classrooms in a game-like environment that helps students to be more engaged and motivated to work. In fact, the presence of game elements, such as avatars, missions and rewards, helps teachers to capture and increase students' interest and attention, making them more involved in learning and ensuring better memorization of acquired knowledge. Also, the platform allows teachers to easily test students' knowledge on a topic or subject and monitor their results.

TOOL DESCRIPTION: PlayBrighter is a game-based educational platform with subject-based questions for educators to teach according to their specific learning objectives and test students' knowledge. Each game is presented to students as a "mission" that they can play online as homework or self-study or during a lesson. Every step of the game requires students to answer questions to progress and obtain rewards for their avatars. Teachers can preview and play missions with their specific students, to set their learning and mindset. PlayBrighter also allows teachers to track students' results.

PREPARATION AND HOW TO USE THE TOOL: Firstly, teachers have to create an account to log in. Then they can add and create missions to assign to their students. Teachers can also invite external students or teachers to the mission. When creating a mission, educators can choose from the game and search questions on any topic (the platform offers over 15,000 possible questions), or they can create their own sets of questions in the form of multiple-choice questions. Students create their avatars, adding personas to their learning experience to accomplish learning objectives. As students answer questions and progress through the game levels, completing missions, they are rewarded with a special on-site currency that they can use to improve and customize their avatars on the platform. From the students' tab, teachers can manage their class and monitor students' progress and results are instantly accessible in the form of a detailed automatic mark book.

THE EXAMPLE: This is an example of how to use PlayBrighter in the classroom: https://youtu.be/CkSxdeWu1XM

RESOURCES NEEDED: Computer/ Notebook/Mobile phone – Email address – Interactive whiteboard – Internet connection

ADDITIONAL REFERENCES:
- PlayBrighter: Basics https://youtu.be/eprWHZnOpLs
- Questions Tutorial: How to Make Your Own Questions https://youtu.be/d4pti-ccnio
- How to use PlayBrighter In Your Classroom! https://youtu.be/TD2CQiNKw1c

PROS AND CONS OF USING THE TOOL:
PROS Easy-to-use platform;customization; interactivity; gamification; a vast set of questions.
CONS Internet connection required; only two missions to set up in the free version.

TEACHERS' RECOMMENDATION RATE (SCORE): 3/5