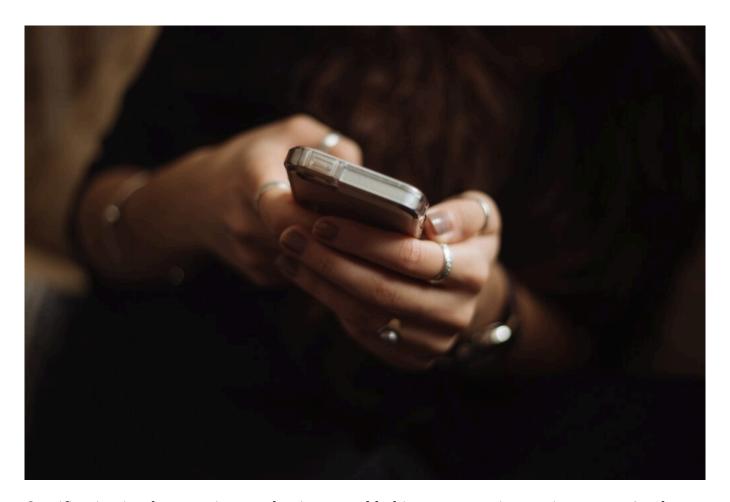# Gamification

Gamification is when gaming mechanics are added into non-gaming environments (such as in an L.M.S. or an academic conference hub) to increase user participation. The use of games in the classroom may incentivize students to learn on their own and with more efficiency.

Photo courtesy of [Priscilla Du Preez](#) on [Unsplash](#).