

## GAMING AND GAMIFICATION IN ACADEMIC AND LIBRARY SETTINGS: BIBLIOGRAPHIC OVERVIEW

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### Abstract

Games, serious games, gamification or game-based learning are variations of a trend, which by the New Horizon report, in two to three years, will be part of the daily life in higher education. This projection is based on the fact that Millennials (born around 1980) and Generation Z (which follow the Millennials) have strong roots and persisting habits in electronic games. The issue of gaming and gamification in higher education is far from simply adopting the practices and products of the highly profitable and booming industry of games for leisure. Rapid technological developments make gaming a moving target. Gamification of the educational process requires deep theoretical knowledge of pedagogy and time- and energy-consuming application of these theories into practice. The complexity of gaming and gamification and diminishing resources in education require increasing collaboration.

**Keywords:** gaming, gamification, game-based learning, GBL, serious games, Bring Your Own Device, BYOD, mobile devices, Millennials, Generation Y, Generation Z, academic libraries, education, assessment, badges, leaderboards