



La Integración de Herramientas Tecnológicas y Gamificación para Fomentar el Aprendizaje Activo en Estudiantes de Bachillerato [

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text (article)

Analítica

In the study "The Integration of Technological Tools and Gamification to Promote Active Learning in High School Students", an exhaustive literature review is carried out to explore how the combination of technology and gamification techniques can improve active learning in high school students. The research focuses on identifying effective strategies to implement gamification and technologies in the classroom, highlighting successful practices such as the use of online platforms with game elements and interactive educational applications. Through this review, the significant increase in student motivation and participation is highlighted, as well as the deep learning induced by these techniques. However, challenges are also noted, such as the need for ongoing training for educators and ensuring equitable accessibility to technology. Despite these challenges, the study highlights the transformative potential of gamification and technology in the high school educational context. The study's findings provide valuable guidance for educators and policymakers, offering a comprehensive view on how to leverage these innovative pedagogical practices to significantly improve the learning experience of high school students

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