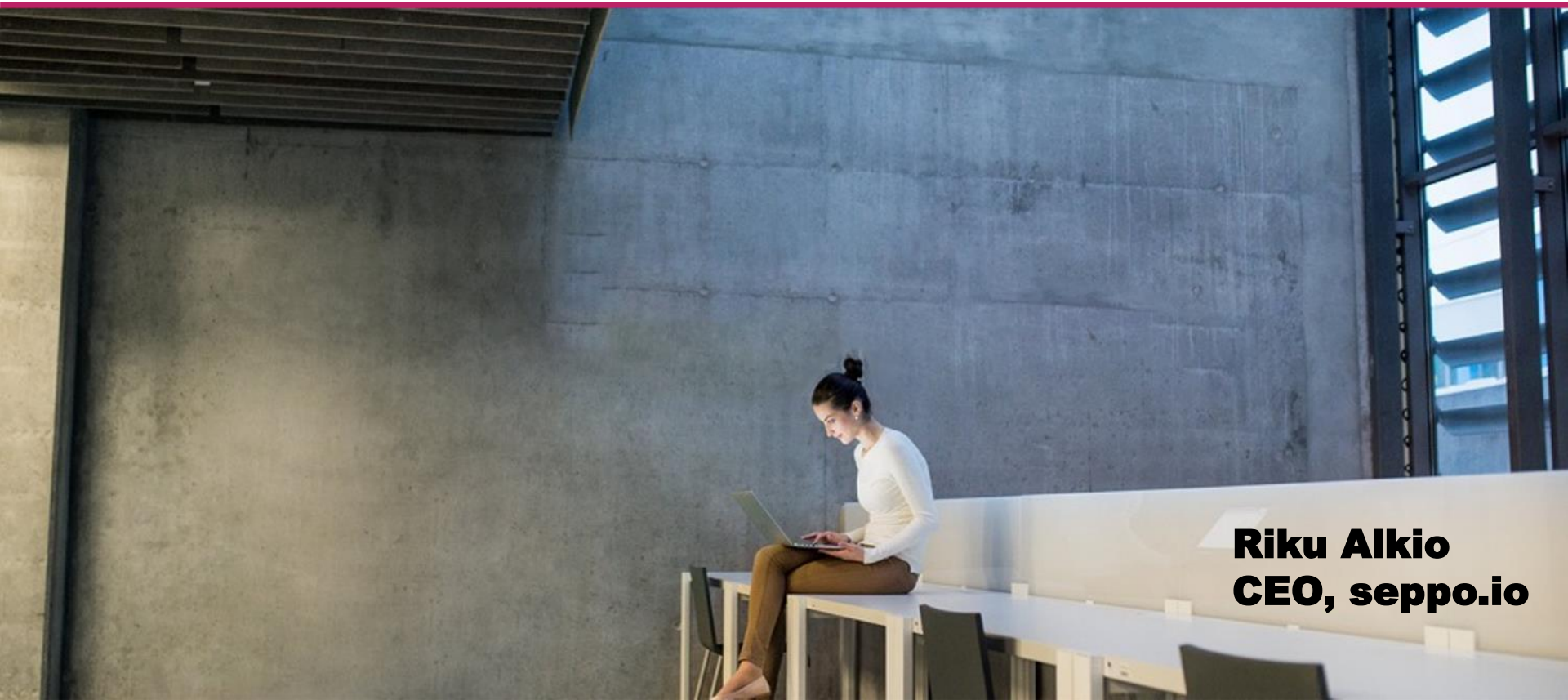
How to engage and motivate students in the post pandemic era?



Riku Alkio
CEO, seppo.io

THE AMAZING
RACE
THE CHURCH EDITION

seppo

Megatrends in learning

seppo

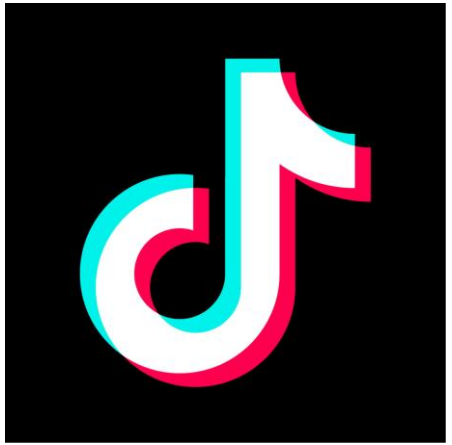
Onsite ➡ Remote/Hybrid

Laptop ➡ Mobile

Text / PDF ➡ video / audio / digital

One fits all ➡ Personalized learning

Memorize ➡ Explore and create



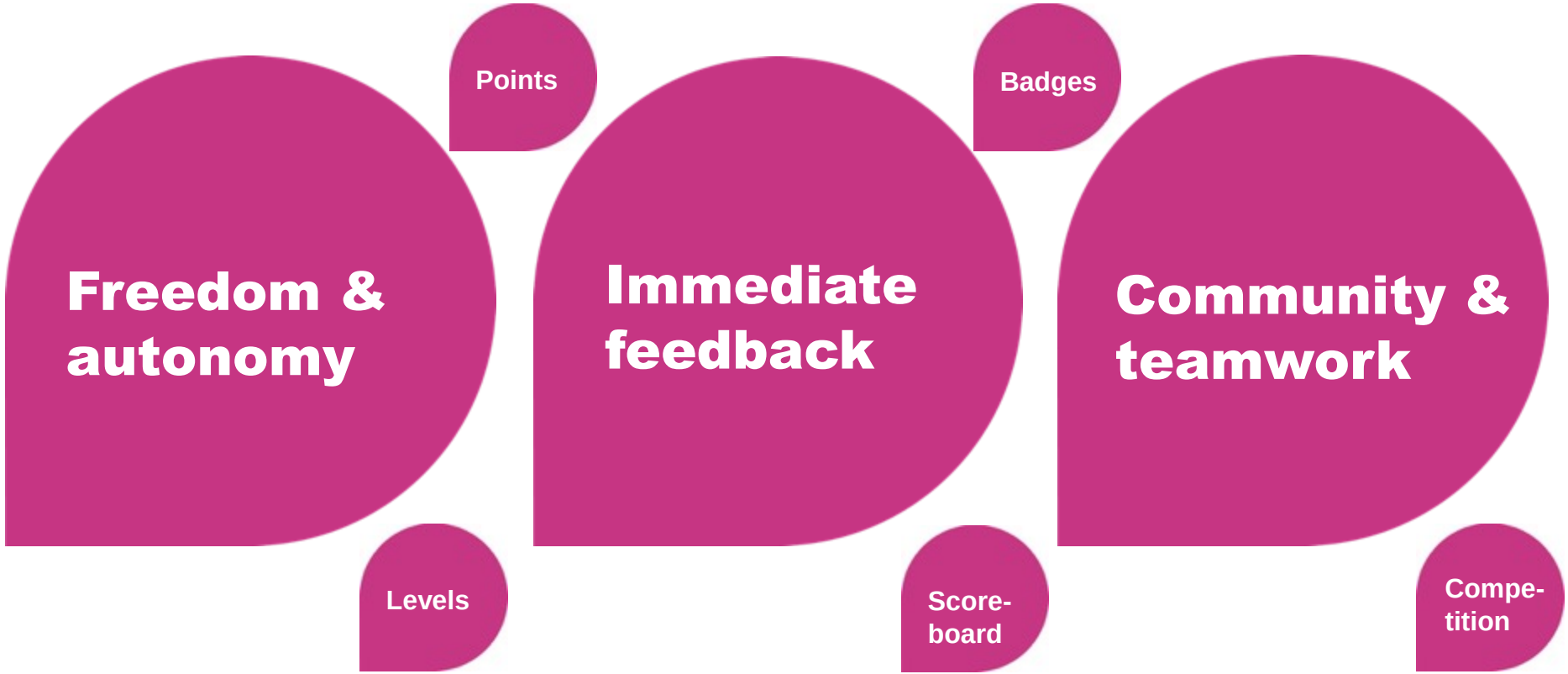
Game and Gamification – what's the difference?

In games, the goal is to use a game to achieve a skill or learning objective. You play the game and you learn a skill.

Gamification is a complete pedagogical system. You're making a game out of something that isn't. **Gamification is using game elements in non-game environment.** Gamification can be used for sports, marketing, business... and learning.

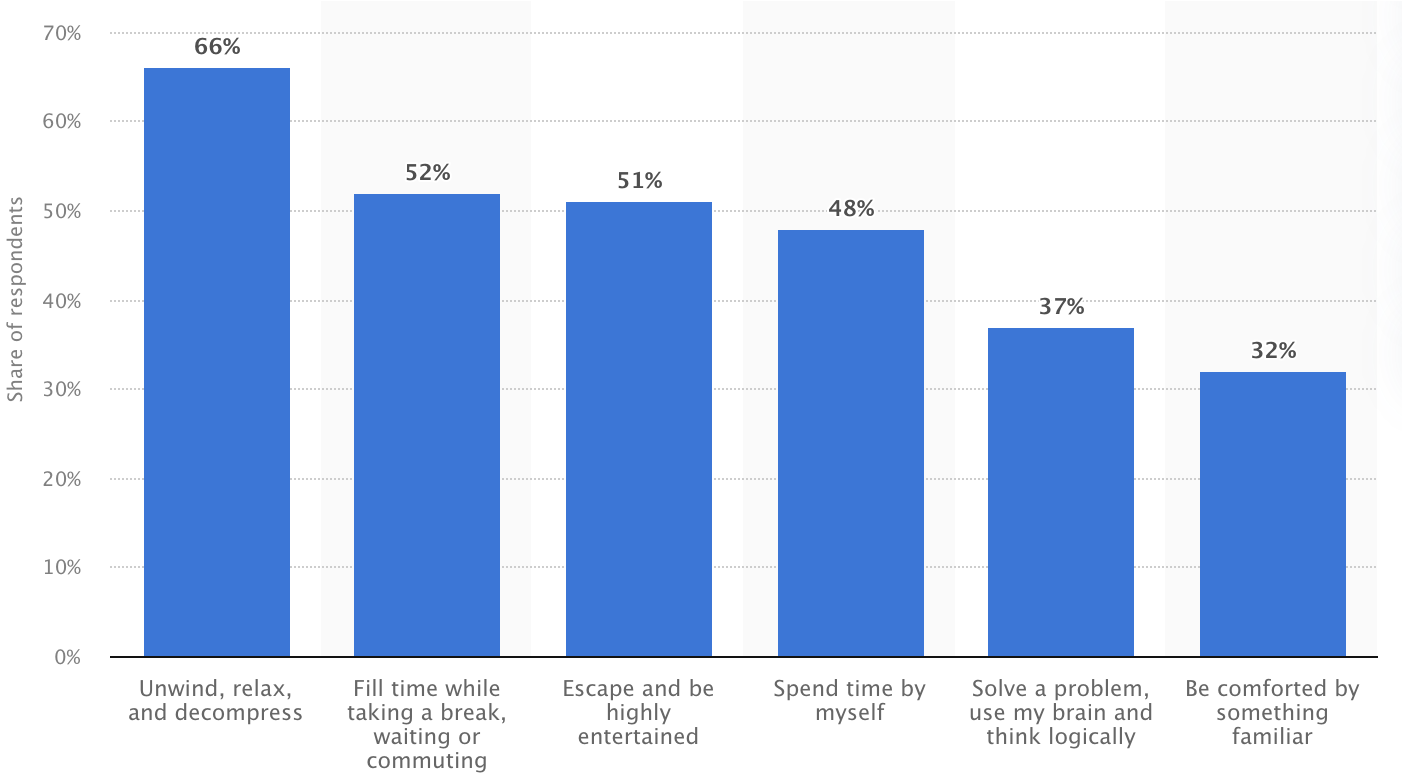
Games and gamification are both trying to motivate the learner, solve a business need, and promote skill development using game-based thinking and techniques.

In the heart of Gamification



Everyone is a gamer!

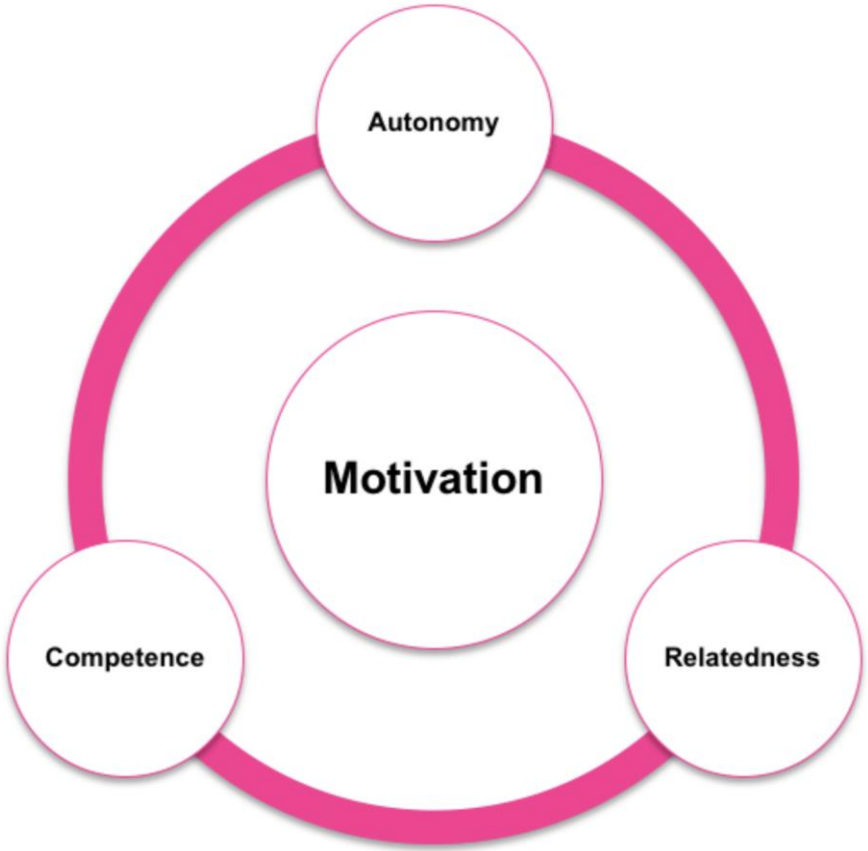
Facts about gamers



GAMIFICATION IN EDUCATION

(AND IN CORPORATE LEARNING)

It’s all about motivation



Gamification activates and engages

75%

increase in **learner motivation**

79%

of students say they are **more productive**

Source: TalentLMS survey results, Gartner research, eLearning industry

The problem in hybrid learning

“I’m so tired of these continious Teams sessions. You never know if the students are there or not…”

A teacher, Upper Secondary School, Helsinki

What is Seppo?

Seppo is an easy-to-use tool for turning existing materials or lesson plans into an engaging and activating game.

Both for onsite and online activities

Ready to scale up – UI available also in Arabic

Create a game in minutes!

360 image as gameboard

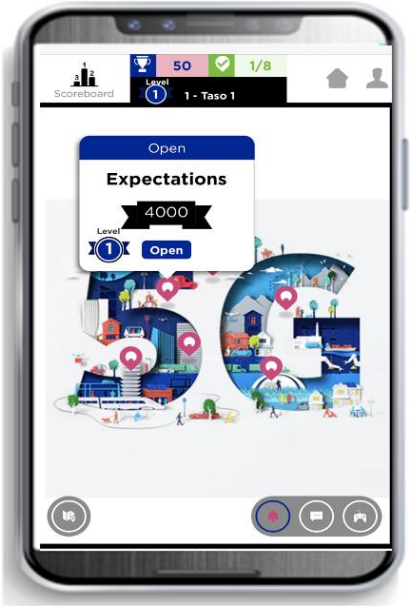
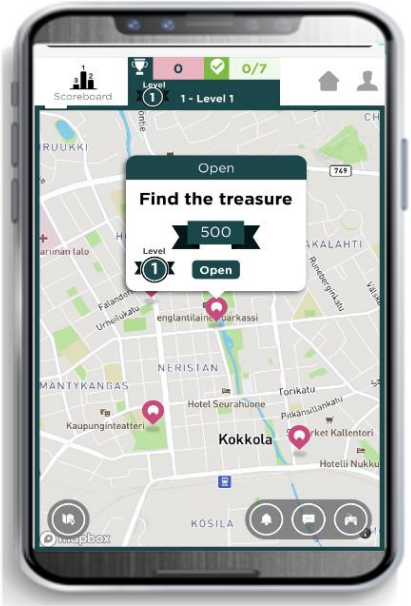


Image as game board



GPS map as game board

Choose the best way for you

1. Easily create,
copy and modify own games.

2. Use ready made games from game library, all subjects, all ages.

3. Co-create with a colleague or let students create games.

LESS

Under-achieving

Frustration

Drop-outs

MORE

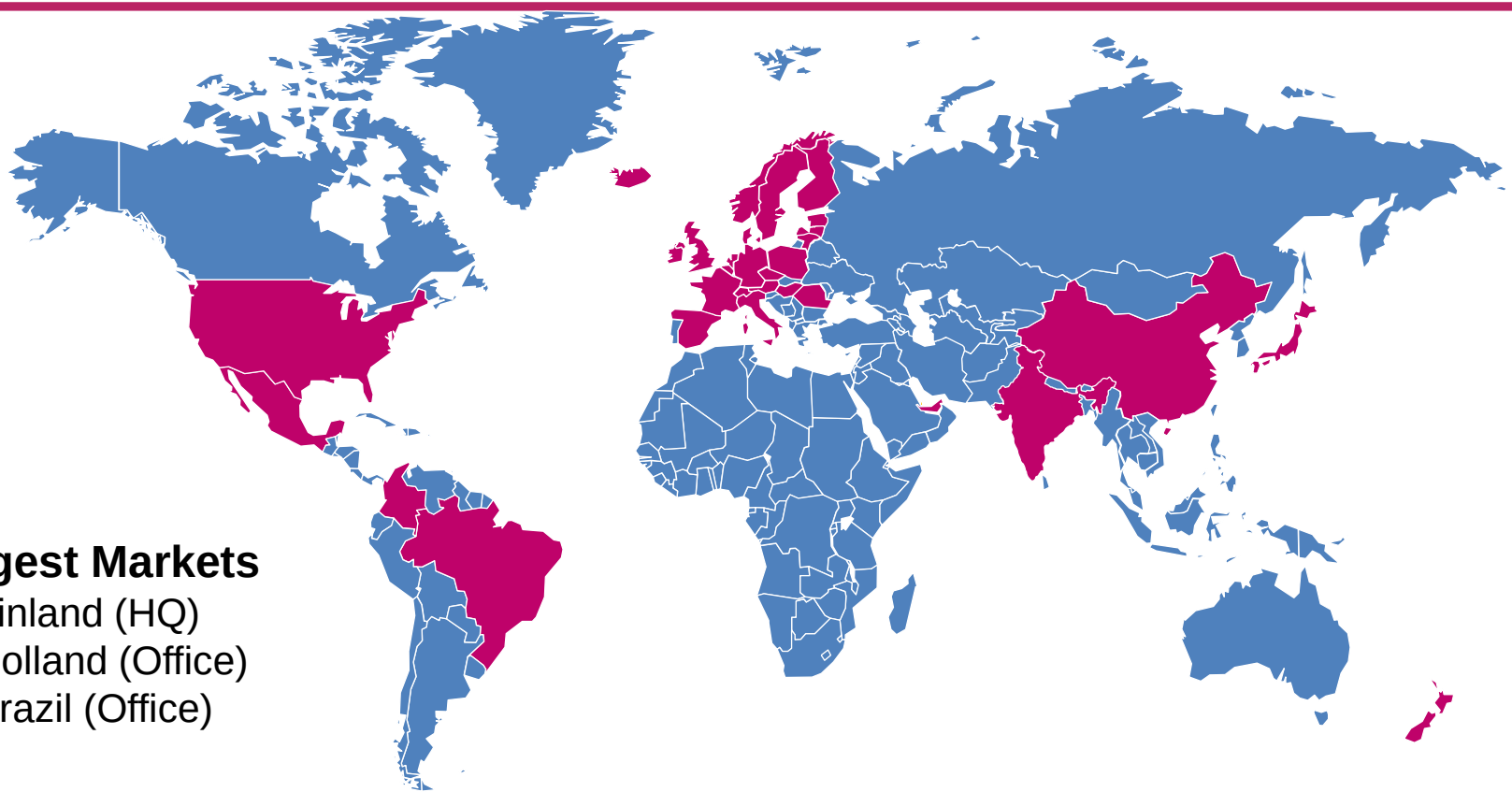
Motivation

Percistance

Joy of learning

Meet some of our users

Users in 50+ countries



Largest Markets

- Finland (HQ)
- Holland (Office)
- Brazil (Office)