

School of Computing & Intelligent Systems

GAMIFICATION-DRIVEN EXPERIENTIAL LEARNING

Structured | Progressive | Rewarding — Classroom to Career

Core Philosophy — From Memorization to Performance

Points	Badges	Levels	Leaderboards
Earned every activity	Milestone recognition	Progressive difficulty	Real-time rank
1	The Gamified Learning Cycle Every CS subject runs on one loop: Participate in lectures, quizzes & activities → Earn points and badges → Track your progress on real-time dashboards → Compete with peers → Improve → Repeat.		
2	Level 1: Intra-Subject Gamification Coding challenges, quizzes and hands-on tasks inside each of your CS courses — feeding directly into your continuous internal assessment.		
3	Level 2: Inter-Sectional Gamification Your section competes against other sections on shared tech challenges, with live leaderboards driving healthy competition across the department.		
4	Level 3: Advanced Opportunities Stand out in Level 1 & 2, and you move up to hackathons, research projects and internships — the department's fast track to real-world experience.		
5	Earn Points, Badges & Rank* Points come from quizzes, attendance and performance; badges mark milestones and boost your portfolio visibility; leaderboards show exactly where you stand.		

Three-Tier Progression in the CS Department

LEVEL 1	LEVEL 2	LEVEL 3
Intra-Subject Gamification Within your CS courses — activity-based engagement feeding continuous internal assessment	Inter-Sectional Gamification Section vs. section challenges, peer benchmarking, live leaderboards	Advanced Opportunities Hackathons, research projects & internships for students who want to go further

Signature CS Gamified Activities

Activity	What It Builds
Algo Race	Speed and accuracy in algorithm design
Code Battle Royale	Competitive coding under pressure
Logic Build Challenge	Programming logic and problem decomposition
Python Code Quest	Python programming proficiency
Design Derby (UI/UX)	Interface design and usability thinking
Tech Stack Expert Competition	Depth in a chosen technology stack
Tech Quest	Applied technical knowledge across topics
Research Spark Challenge	Research aptitude and innovation thinking
Synopsis Spotlight	Presentation and communication of project ideas

What You Gain, Where It Leads

Skills You Build

- Conceptual clarity & better retention
- Problem-solving under pressure
- Communication & presentation
- Teamwork & collaboration
- Self-driven, competitive learning

Where It Leads

- Hackathons & Tech Fests (UNIFEST, Tech Rhythm)
- Research projects & publications
- Internship pipelines
- Placement readiness
- Startup & innovation opportunities

Good to Know

- Gamification runs inside your regular CS subjects — no extra enrolment needed.
- Top performers at Level 1 & 2 are fast-tracked to Level 3: hackathons, research and internships.
- Gamification integrates with PBL, case studies, simulations and tech fests across the semester.

Classroom → Competition → Career

Visit page at <https://www.itmuniversity.ac.in/studentresources/gamification>