



PROJECT SUMMARY

Ref No.: MRIC/IBG3-CIEI/11	Title: Professional Development Programme in Extended Reality and Gamification for Education Practitioners
Local Institution: Mauritius Institute of Education (MIE)	
Collaborating Institution: University of Mauritius	
Project Leader	
Dr Yousra Banoor Rajabalee	Mauritius Institute of Education (MIE)
Research Collaborator(s)	
Name	Organisation
Mr Ashvin Beetul	University of Mauritius (UoM)
Mr Krishnen Muthen	University of Mauritius (UoM)
Associate Professor Ravhee Bholah	Mauritius Institute of Education (MIE)
Prof Wolfgang Greller	Vienna University of Teacher Education
TECHNICAL ABSTRACT The integration of Extended Reality (XR) and Gamification in education has the potential to transform pedagogical approaches by enhancing engagement, interactivity, and personalized learning experiences. XR use immersive environments to enable education practitioners to simulate real-world scenarios, making learning more experiential and effective. Gamification, on the other hand, incorporates game mechanics such as challenges, rewards, and interactive storytelling to boost motivation and student participation. This project seeks to build capacity among education practitioners by equipping them with the necessary skills, tools, and strategies to effectively integrate XR and gamification into their teaching practices. Through a structured approach, hands-on training, and collaborative initiatives, education practitioners will learn to design innovative learning resources and implement cutting-edge digital learning experiences. The initiative aligns with the broader theme of Creative Industry and E-Innovation, promoting technological advancements in education while contributing to national digital transformation efforts. By fostering expertise in XR and gamification, this project aims to address contemporary educational challenges, support curriculum modernization, and enhance the overall quality of teaching and learning.	
Key Words: Virtual Reality; Augmented Reality; Mixed Reality; Extended Reality; Game Design; Gamification and Micro-credential	