
those participating in
the study.

TABLE A2. Theoretical design

Country	Language	Date	Aim	Methodology	Main Findings
Cuba	Spanish	2021	To characterize gamification as a strategy for the training of Information Science professionals through ICTs	methods and techniques documentary analysis and document review	<p>The review of studies shows that the use of learning methods through ICTs is a challenge for higher education in order to make the educational process a space for collaboration and knowledge exchange among students and a way to develop autonomous learning.</p> <p>The fusion of gaming and technology makes learning more flexible and enhances the student's skills and abilities.</p> <p>Educational gamification can be a strategy to motivate future Information Science professionals and improve their academic performance.</p> <p>The involvement in the training process motivated by the playful component of gamification can contribute to the improvement of professional competence.</p> <p>Gamified educational platforms can promote the ability to learn to learn. The use of various tools leads the student to generate their own knowledge and make the instructional process more participatory.</p> <p>Gamification stimulates the combination of formal and informal methods, facilitates personalized learning and generates immediate feedback.</p>

USA	English	2017	To draw parallels between game elements, instructional design, and the teaching of business and professional communication	Documentary analysis and document review	Game elements provide a framework onto which an educator's instructional approach can be mapped, analyzed, and refined, thereby contributing to the instructor's own professional growth. These game elements can guide instructors in their approach to designing the course, communications about the course goals and activities, and reflective and deliberate instructional design choices.
USA	English	2015	Know how games have become a staple on Facebook that provide lessons on how to make websites and Internet marketing more successful.	Documentary analysis and document review	The early success of the Facebook games offers some valuable lessons to companies trying to use the web successfully as a marketing tool. No doubt there are web marketers who would be happy to have customers drop by once and never return. Those marketers who want people to keep returning have to have game—literally and figuratively. Customers are moving towards purchasing decisions based on more than product characteristics. They are identifying themselves with products that bring them together with others like themselves with whom they interact on an ongoing basis.