

## **Abstract**

This thesis examines the use of gamification principles in education, specifically where tablets are being used in the classroom. Individual chapters deal with explaining the concepts related to gamification, educational games and the specifics of implementing tablets into education. Their specific usage was examined through conversations with the teachers and students of Year 2 of a primary school, with the results being recorded in the research section. Research questions examined the theoretical concepts introduced in the first part of the thesis and centred around the theme of education via tablets. The types of tablet applications used were also investigated. When possible this thesis compares the views of teachers and students on the areas examined.