

Integrating CLASSPOINT for Enhanced Engagement and Gamification in Japanese Language Classrooms

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ABSTRACT

The integration of interactive technologies in language education has significantly enhanced pedagogical effectiveness and student engagement.

In this sharing session, we aim to introduce CLASSPOINT, an interactive teaching tool embedded within Microsoft PowerPoint, specifically in the context of Japanese language education. As many educators already use PowerPoint as a primary teaching tool, they often need to switch to other platforms to conduct quizzes or gamified activities.

CLASSPOINT stands out by allowing educators to transform traditional slide presentations into dynamic learning experiences. It is particularly suitable for those who regularly use PowerPoint, as it integrates interactive features directly into the presentation, eliminating the need to switch between applications.

CLASSPOINT offers four core features, which are presentation tools, interactive real-time quizzes, AI-powered quiz generator and gamified elements. These make it an all-in-one, user-friendly platform even for educators with limited technical skills.

By minimizing disruption to existing teaching workflows, CLASSPOINT maximizes student participation, motivation, and enjoyment during lessons. This session highlights how CLASSPOINT supports active learning, immediate feedback, and personalized instruction, making it a practical classroom innovation that can be easily implemented by other educators to create more interactive and engaging learning experiences, especially in Japanese language classrooms.