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Abstract

Integrating AI chatbots within a gamified environment offers preservice teachers an interactive method for enhancing learning and receiving feedback. Such personalized learning, gamification, instruction and study tools support innovation, encourage experimentation, and align with the increasing demand for technology-enhanced, interactive pedagogies in education. In simulating the test experience in an immersive, gamified classroom, AI-based educational tools provide preservice educators with a low stakes environment to test new knowledge, receive immediate feedback, and refine their learning without the risks associated with the high stakes environment. These enhanced study methods address the need for personalized, engaging learning while prioritizing motivation through intrinsic elements such as play, competition, and collaboration. To create the AI chatbot we will be using the Design Based Research Model to ensure research based positive experience that is focused on problem analysis, implementation and evaluation. By combining the motivational benefits of gamification, the personalization of AI, and the iterative rigor of DBR, this project aims to create a sustainable, scalable model for technology-enhanced PRAXIS preparation for preservice teachers.

Citation

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