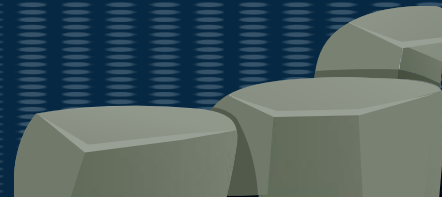


GAMIFICATION *in* Education

Mahfuzah Mohamad





Education

- PhD (Interactive Media)
- MSc (Multimedia System)
- BIT (Artificial Intelligence)
- Diploma in Education

Career

- Director- UTeM Press (2019-2022)
- Program Manager-Life Long Learning Centre (2018-2019)
- Research Group Leader (2018-2019)
- Senior Lecturer (2003-present)
- President AKRAB (2017-2018), Secretary KAUTE M (2019-present)
- Head of Research & Innovation Unit (2014-2015)
- Head of Programme (2007-2011)
- Consultant | Programmer | Freelancer (Since 2002)

Honors

- The Best UTeM OCW Award (2019)
- Candidate Anugerah Akademik Negara (2018)
- The Most Active UTeM MOOC Award (2018)
- Anugerah Akademik Universiti (2017)
- Anugerah Perkhidmatan Cemerlang (2016, 2008)
- Anugerah Gemilang Akademik JPPKK (2015)

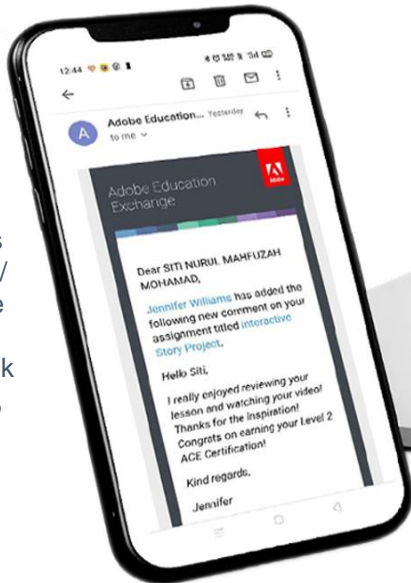
Also received - 9 Special Awards, 5 Teaching Awards, 30 Innovation Awards, 8 Service Awards

Professional

- Certified Trainer HRDF- Association of Certified Trainers (ACT)
- Adobe Campus Leader
- Adobe Creative Educator
- Microsoft Innovative Educator Trainer
- Microsoft Office Specialist Master
- Microsoft Teams Educators
- Digital Storytelling with Ms. Sway
- Adobe Certified Expert
- Oracle Academy: Database Design & Programming with SQL | CCNA etc.

Expertise

21ST Century Educational Tools | Gamification | MOOC | Augmented Reality | Virtual Learning | Adaptive Learning | Game Design | Game Development | MOS | E-Learning | M-Learning | Digital Teaching Portfolio | Multimedia Application | I-Book | e-Book | Wearable Technology | Instructional Design | Edutainment | Digital Storytelling | Alternative Assessment etc.



“Deliver More Than 100 Workshop & Training As Invited Speaker/ Trainer/ Advisor. Published More Than 100 Journals, Proceeding, Books, Book Chapter, MOOC, OCW, Ebook, Ibook, Creative Book, Article, IP etc.

DIRECTOR | UTEM PRESS

TS. DR. SITI NURUL MAHFUZAH MOHAMAD
mahfuzah.weebly.com | mahfuzah@utem.edu.my





PLAYER NAME : **Mahfuzah Mohamad** HEXAD TEST: **Philanthropists | Free Spirit**
EXPERIENCES : **20 XP** PLAYER TYPE: **Achiever | Explorer**
SKILLS : **Gameful Design | ICT** INTELLIGENCES : **VS | LM | IN | BK**
EXPERTISE : **Adaptive Learning | Gamification | Educational Technology**

Player Type Test: [HEXAD Test](#) | [Bartle Test](#)

Ts. Dr. Siti Nurul Mahfuzah Mohamad
Senior Lecturer
Faculty of Information and Communication Technology
Universiti Teknikal Malaysia Melaka (UTeM)
<http://www.mahfuzah.weebly.com> | 0133808211
mahfuzah@utem.edu.my



Teaching & Learning

Innovation Award
 9 Special Award
 29 Innovation Award
 [2014-2021]

Teaching Award

The Best UTeM OCW Award [2019]
 The Most Active UTeM MOOC Award [2018]

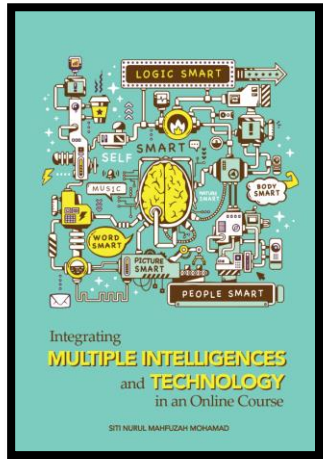
Services Award
 APC [2016]

Anugerah Akademik Universiti (AAU)
 Penerima Anugerah E-Learning [2017]

Anugerah Akademik Negara (AAN)
 Calon Anugerah Pengajaran [2018]



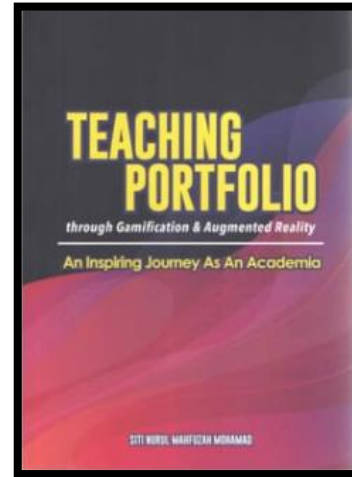
Related Books



Karya Asli

(Paperback)
2022

Book Category : From Thesis to Book
Type : Paperback
Writing : 6 days (PKP 1.0 | Mac 2020)
Publishing Process : 2 years
Software Used : Ms. Word
Type Setting : Adobe InDesign
Pages : 150 pages



Module

(Limited Edition)
2020

Book category : Module (Teaching Portfolio)
Platform : UTeM Press
Writing : 2 Weeks
Publishing Process : 2 months
Software Used : Ms. Word
Type Setting : Adobe InDesign
Pages : 152 pages
Approach : Gamification | AR



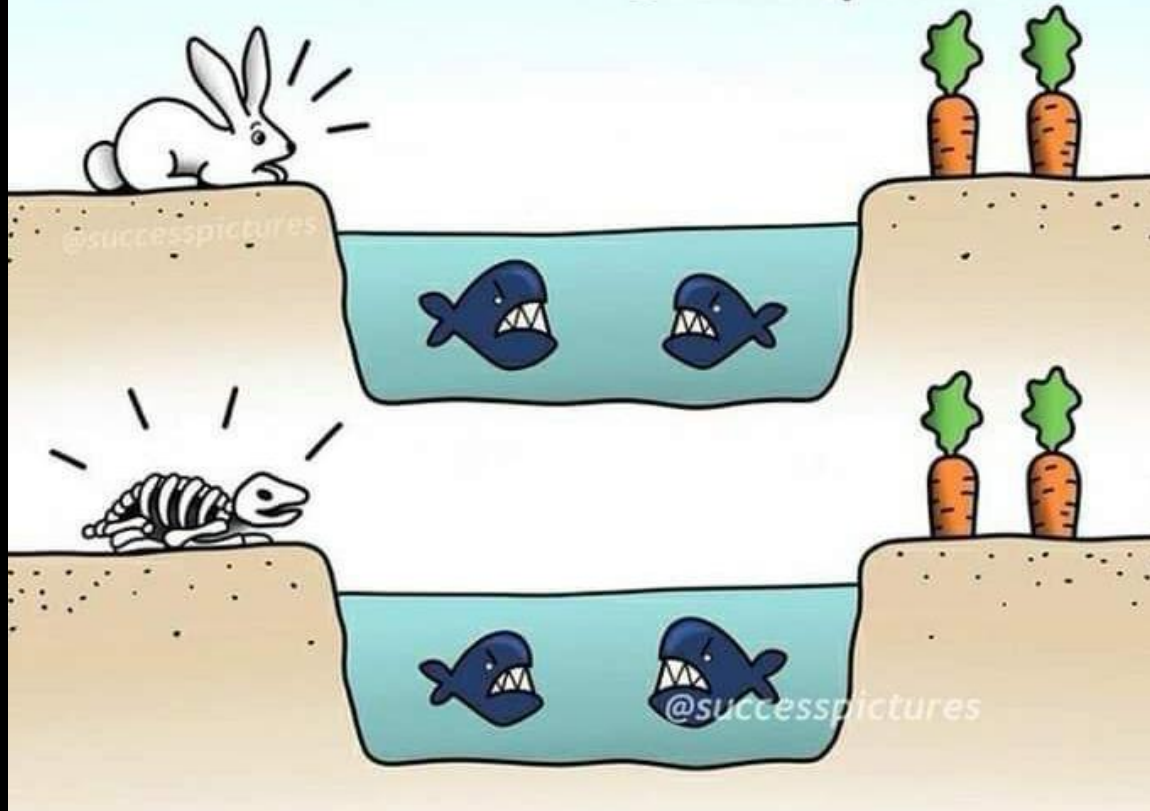
Karya Kreatif

(Paperback/ eBook)
2020

Book category : Siri Cerita Kanak-Kanak
Type : Paperback, E-Book
Platform : [E-sentral](https://www.entral.com.my)
Publishing Process : 3 months
Software Used : Ms. Word, Adobe Illustrator, Adobe Photoshop
Type Setting : Adobe Indesign
Extra Features : Mobile App
Award : Anugerah Buku Malaysia (Calon)
Anugerah Royalti Tertinggi (UTeM)
Tender PNM : 507 naskah

TAKE THE RISK OR LOSE THE CHANCE

@successpictures



THERE ARE 3 RULES :

1. If you don't go after what you want, you will never have it.
2. If you don't ask, the answer will always be no.
3. If you do not step forward, you will remain in the same place.

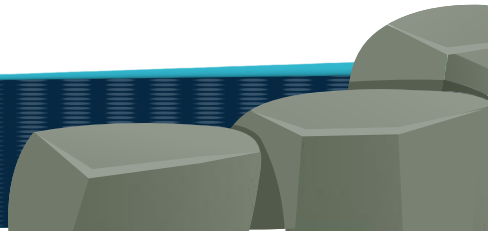
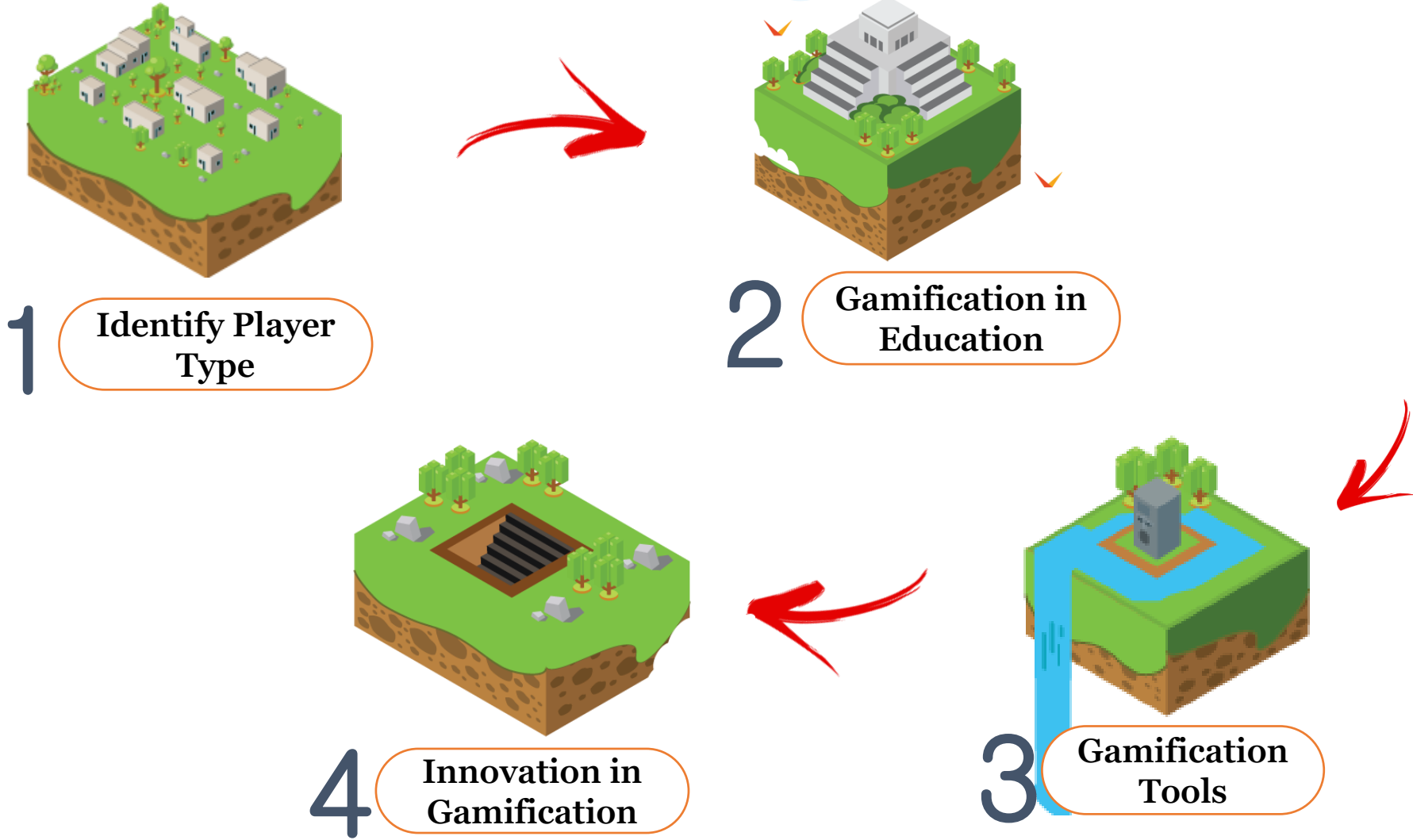



Billionaire

@billionaire.teb



MISSIONS



1



Identify Player Type

It's a good idea to understand how your players like to approach playing games

- Incorporating **points** and **badges** can help achievers enjoy a gamified experience.
- Explorer player types want to see **new things** and experience new outcomes.
- Games such as Farmville incorporate **social experiences** which appeal to Socializer player types.
- Some people, who have the Killer player type dominant in their gaming nature, are only really **happy when they're winning** and **everyone else is losing**.

Achievers



Seek to improve power and status

Fun comes from points and leveling up.

Point of playing is to master the game

Enjoy recognition of their achievements

Explorers

Love to "figure out" games

Fun comes from discovery

Collectors of knowledge and little-known facts

Enjoy teaching others



Socializers

Enjoy meaningful social interaction with other players

Point of playing is to make friends

Game is simply a backdrop

Enjoy recognition of their followers, contacts, influence



Killers

Also known as "griefers"

Achievement comes from another person's loss

Value knowledge for its applications

Prize reputation and recognition



Gaming Styles and The Classroom

<http://www.kiang.net/blog/gaming-styles-and-the-class.html>

Groups

- Sort the list by any of the categories and assign groups accordingly.
- Collaborative working groups: form their own groups with one of each type of gamer in each group.
- Job Task:
 - i- **Explorers** – to do some preliminary research,
 - ii- **Achievers** – to formulate a plan,
 - iii- **Socializers** - to publish and share our process, and
 - iv- **Killers** – check all plans

File Edit View Insert Format Data Tools Form (21) Help

Print Undo Redo Paste \$ % 123 Arial 10 B I U A

	B	C	D	E	F
1	Name	Achiever	Explorer	Socializer	Killer
2	Nathan	60%	93%	40%	13%
3	Jordan	53%	87%	47%	13%
4	Caitlin	33%	80%	73%	20%
5	Malcolm	87%	80%	67%	7%
6	Isaiah	53%	80%	47%	27%
7	Hayley	40%	80%	20%	60%
8	Nolan	60%	80%	33%	33%
9	Crystal	27%	80%	33%	67%
10	Kapri	47%	73%	47%	33%
11	Chris	60%	60%	47%	33%
12	Kira	33%	53%	60%	53%
13	Jonathan	47%	53%	40%	60%
14	Kirk	27%	53%	73%	53%
15	David	60%	47%	33%	80%
16	Rafe	40%	47%	47%	67%
17	Matt	73%	40%	40%	47%
18	Connor	33%	33%	47%	93%
19	Logan	53%	33%	73%	40%
20	Nathan	67%	27%	40%	67%
21	Jack	73%	27%	33%	67%
22	Tyler	60%	13%	60%	67%
23					

HEXAD Test

<https://gamified.uk/UserTypeTest/user-type-test-results.php?lid=#.YoHmehByUk>

Overview of the types

- **Socialisers** are motivated by *Relatedness*. They want to interact with others and create social connections.
- **Free Spirits** are motivated by *Autonomy*. They want to create and explore.
- **Achievers** are motivated by *Mastery*. They are looking to learn new things and improve themselves. They want challenges to overcome.
- **Philanthropists** are motivated by *Purpose and Meaning*. This group are altruistic, wanting to give to other people and enrich the lives of others in some way with no expectation of reward.
- **Players** are motivated by *Rewards*. They will do what is needed of them to collect rewards from a system. They are in it for themselves.
- **Disruptors** are motivated by *Change*. In general they want to disrupt your system, either directly or through other users to force positive or negative change.

Learn more about [Marczewski's User Types](#)



Gamified UK User Type HEXAD Results

Gamification blog

User Type Test

User Type Results

User Type Analysis

Application Analysis

If you are interested in running a more closed data group (for a project, research or business) please contact me at andrzej@gamified.uk

Now you can check out the [survey validation paper](#) as well. You have done the quiz before, [Download](#) your image! If you just want to play with the User Type graphs, try the [User Type Analysis Tool](#).

Like 0 Tweet Share 224

User Types HEXAD Test Results

Total: 53091

Summary

Absolute Type	Count	%	Total Instance	Count	%
Philanthropist	10746	20%	Philanthropist	20052	27%
Free Spirit	8735	16%	Free Spirit	16236	22%
Achiever	6194	12%	Achiever	12965	17%
Player	6127	12%	Socialiser	11624	16%
Socialiser	5236	10%	Player	11516	15%
Philanthropist / Socialiser	2132	4%	Disruptor	2038	3%
Free Spirit / Philanthropist	1771	3%			
Achiever / Philanthropist	1496	3%			
Achiever / Free Spirit	1295	2%			
Free Spirit / Player	942	2%			
Achiever / Player	829	2%			
Player / Philanthropist	773	1%			
Disruptor	771	1%			
Player / Socialiser	577	1%			
Free Spirit / Socialiser	562	1%			
Achiever / Socialiser	525	1%			

<https://matthewbarr.co.uk/bartle/>

Bartle Test

The Bartle Test of Gamer Psychology

You are 93% Achiever

What Bartle says:

♦ Achievers regard points-gathering and rising in levels as their main goal, and all is ultimately subservient to this. Exploration is necessary only to find new sources of treasure, or improved ways of wringing points from it. Socialising is a relaxing method of discovering what other players know about the business of accumulating points, that their knowledge can be applied to the task of gaining riches. Killing is only necessary to eliminate rivals or people who get in the way, or to gain vast amounts of points (if points are awarded for killing other players).

You are also:

53% Explorer

40% Killer

13% Socialiser

This result may be abbreviated as AEKS

 Tweet

[Graduate Skills and Game-Based Learning: Using Video Games for Employability in Higher Education \(Digital Education and Learning\)](#)

Background & Acknowledgements

The Bartle Test is based on the player types identified by the legendary Richard Bartle in his paper, [Hearts, Clubs, Diamonds, Spades: Players Who Suit MUDs](#). It is strongly recommended that you read this paper if you wish to find out more about your player type, and what it all means. Bartle revisits and expands upon these ideas in his book, [Designing Virtual Worlds](#), which is also recommended if you wish to delve a little deeper.

The original Bartle Test was created by Erwin S. Andreasen and Brandon Downey and this implementation is based on the question data which Andreasen has made available at <http://www.andreasen.org/bartle/>.

The impetus behind creating this version was the demise of the version hosted at GamerDNA, which I previously used when teaching.

GAME CATEGORIES

- Game categories or genres, then, can also have subgenres, and many games fit into multiple genres!
 - Types of video games:
 1. [Action games](#)
 2. [Action-adventure games](#)
 3. [Adventure games](#)
 4. [Role-playing games](#)
 5. [Simulation games](#)
 6. [Strategy games](#)
 7. [Sports games](#)
 8. [Puzzle games](#)
 9. [Idle games](#)
- More info (<https://www.idtech.com/blog/different-types-of-video-game-genres>)

2



Gamification in Education

Gamification refers to the use of **game elements** in a non-game context to **increase engagement** between humans and computers, as well as solve problems with high quality, as demonstrated by modern electronic applications (Khaleel, 2016).

GROWTH OF GAMIFICATION

2010

Since 2010, over 350 companies have launched major gamification projects. These include consumer brands like MLB, Adobe, NBC, Walgreens, Ford, Southwest, Ebay, Panera, and More.

1

2012

The Worldwide Gamification will grow from \$242 million in 2012 to \$2.8 billion in 2016.

2

2016

By 2016 45% of Global 1000 organizations will use gamification as the primary mechanism to transform business operations.

3

2020

53% of technology stakeholders said that by 2020, the use of gamification will be widespread.

4

gamification
gamification of learning
gasification
gasification fluidized-bed boiler


gamification
gamification definition
gamification in education
gamification examples
gamification of learning
gamification of investing
gamification in the classroom
gamification apps
gamification software
gamification in the workplace

gamification
actionable gamification
gamification of learning and instruction
gamification book
gamification in the classroom
gamification by design
gamification education
gamification for business
gamification for kids
gamification for students

 gamification Soovle
Try the icons or hit the right-arrow key to change engines...


how gamification is used in learning
how does gamification work
what is the definition of gamification
how many educational apps on the app store
what educational apps would you recommend for midd
what is gamification in learning

gamification
gamification in education
gamification in business
gamification examples
gamification of life
gamification apps
gamification in the classroom
gamification ted talk
gamification marketing
gamification in healthcare
gamification vs game based learning
gamification in training and development
gamification in learning
gaming chair
gaming desk
gaming chairs
red gaming chair
x rocker gaming chair
gaming rocker
gaming chair with foot rest
l shaped gaming desk
gaming desks
gaming chair with massage

gamification
gamification in education
gamification smartico.ai 
gamification definition
gamification examples
gamification training
gamification apps
gamification marketing
gamification of learning
gamification software
gamification platform
gamification adalah

gamification
gamification in education
gamification definition
gamification meaning
gamification software
gamification examples
gamification in the classroom
gamification of learning
gamification in marketing
gamification theory



1 / 2 None of your ads are running - Your campaigns and ad groups are paused or removed. Enable them to begin showing your ads.

- Keyword ideas
- Forecast
- Keyword plan
- Saved keywords
- Negative keywords

Malaysia
English
Google
May 2021 – Apr 2022

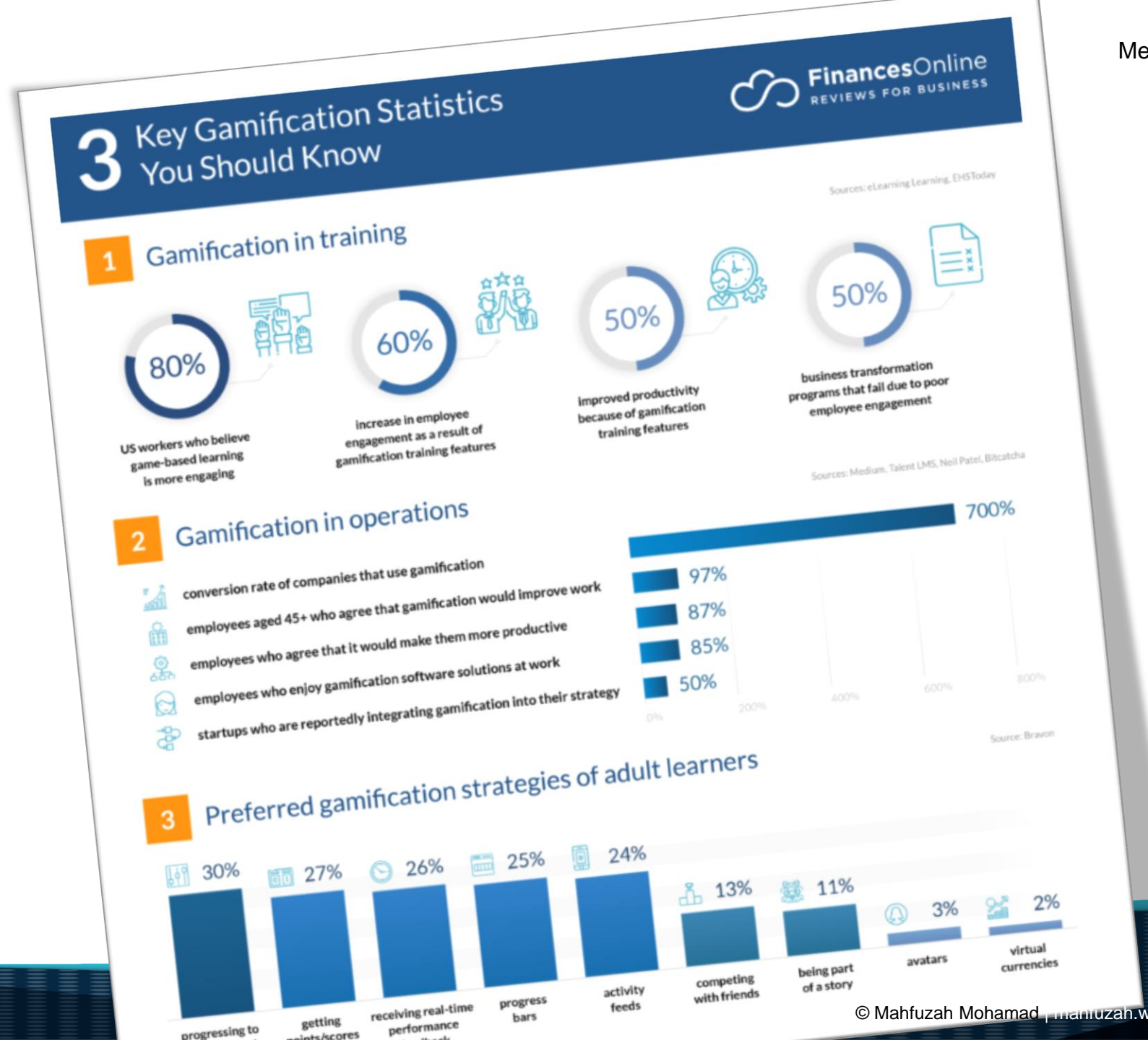
Broaden your search:
 + game based learning
+ mlearning
+ micro learning
+ adaptive learning
+ data analysis
+ simulations
+ game theory

Exclude adult ideas
Add filter
420 keyword ideas available

<input type="checkbox"/> Keyword (by relevance)	Avg. monthly searches	Three month change	YoY change	Competition	Ad impression share	Top of page bid (low range)	Top of page bid (high range)
Keywords you provided							
<input type="checkbox"/> gamification	1K – 10K	0%	0%	Low	–	MYR3.17	MYR14.89
Keyword ideas							
<input type="checkbox"/> gamify	100 – 1K	-90%	0%	Low	–	–	–
<input type="checkbox"/> gamified	100 – 1K	0%	0%	Low	–	MYR2.33	MYR10.10
<input type="checkbox"/> gamification examples	100 – 1K	+900%	0%	Low	–	MYR1.43	MYR10.72
<input type="checkbox"/> gamification marketing	10 – 100	0%	0%	Low	–	MYR3.07	MYR7.73
<input type="checkbox"/> gamify your life	10 – 100	0%	0%	Low	–	–	–
<input type="checkbox"/> gamification app	10 – 100	0%	0%	Low	–	MYR1.43	MYR7.23
<input type="checkbox"/> actionable gamification	10 – 100	0%	0%	Medium	–	–	–
<input type="checkbox"/> gamification is	100 – 1K	0%	0%	Low	–	MYR0.55	MYR5.94
<input type="checkbox"/> gamification in business	10 – 100	0%	0%	Low	–	MYR1.84	MYR15.86

54 Gamification Statistics You Must Know: 2021/2022 Market Share Analysis & Data

<https://financesonline.com/gamification-statistics/>



BUILDING 21ST CENTURY SKILLS WITH DIGITAL GAMES

Schools around the world are implementing **gamification** to help learners develop the life skills necessary to be successful.

Gam-i-fi-ca-tion: (n) the application of game elements to learning.

79%
OF TEACHERS¹

83%
OF PARENTS²

AGREE

Games teach students 21st century life skills.

21ST CENTURY SKILLS



Collaboration



Communication



Creativity



Critical Thinking

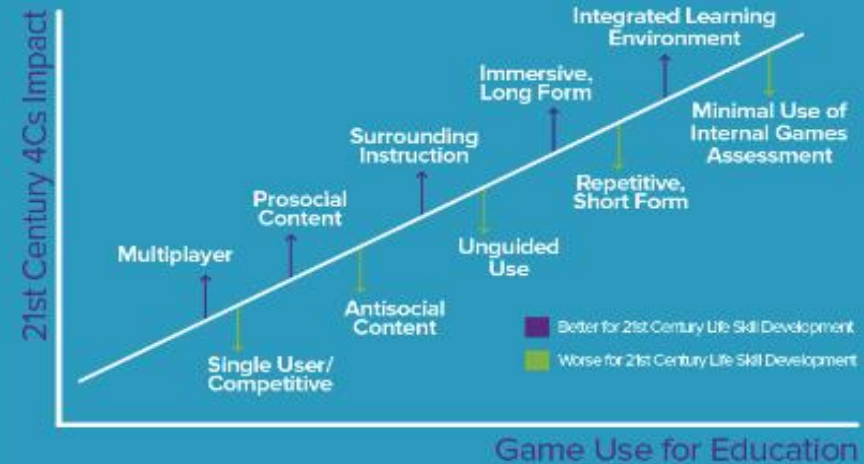
Games improve student performance.



57
STUDIES

have found that students using **digital game scenarios will outperform** students in non-game scenarios in learning outcomes.³

IMPACT OF GAMES USED FOR EDUCATION



COMMON BARRIERS TO GAMIFICATION

At your school, what are the greatest barriers game-using teachers face in using digital games in the classroom?¹

46%

INSUFFICIENT TIME

44%

COST

35%

LACK OF TECH RESOURCES

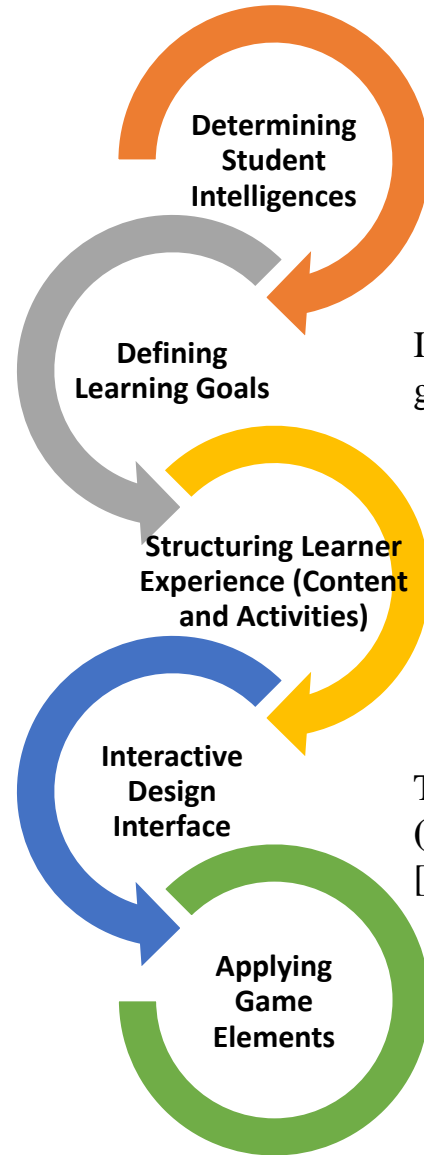
34%

NOT SURE WHERE TO FIND QUALITY GAMES

31%

NOT SURE HOW TO INTEGRATE GAMES

Gamification Approach in Education



In the context of gamification, educators need to effectively use suitable game elements that can be applied in the teaching and learning process **to cater different styles of learning.**

It is important to define the learning goals in education; otherwise, all the game designs applied are meaningless.

In the adaptive learning concept, the adaptive design interface is based on **student intelligence**. Through adaptive learning, it will allow students to progress at their own pace, increase student engagement, improve student performance, as well as provide effective learning and better learning experience.

The most popular game design interfaces are as follows: **(i) leaderboard (46%); (ii) fantasy (14%); (iii) avatar; and (iv) knowledge map (5%)** [10]

The selection of game mechanics is **based on the personalization of the learner**. If learners have strength in visual, the avatar and course map are created to be suitable to their learning. Game mechanics is a tool created by the gamification engine to lead players to achieve their objectives.

Starting your game with a story

- Storyline and plot development are central to a successful game. Gamers want to be immersed in a cool universe with impossible physics filled with mind-boggling characters that possess face-melting powers. And now you want to make a video game so where do you start?
- Go with what you know?
- Framing your story?
- More info
(<http://gamescrye.wpengine.com/blog/starting-your-game-with-a-story/>)



Gamification in Education

Think like a game designer, not an instructional designer

Karl Kapp



01

Prepared by Mahfuzah Mohamad

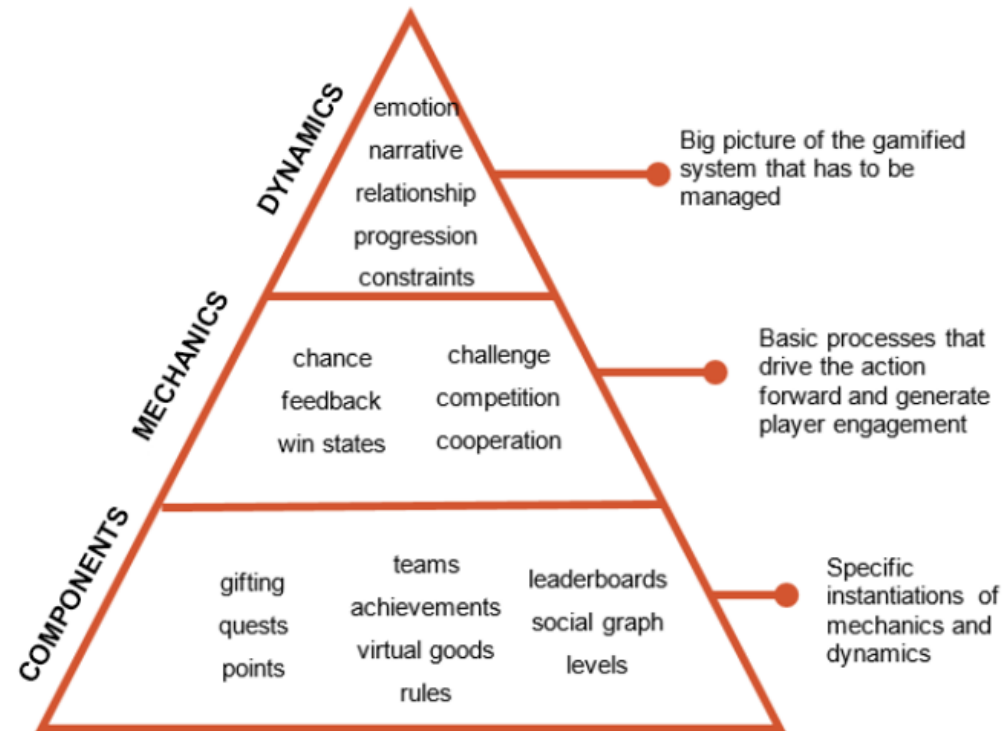
What is Game Design?

- In the broadest sense, game design refers to the idea behind a game. But it's come to mean a whole lot more than that. In large immersive games, game design refers to the central theme or point, as well as the story and plot and the characters' back-stories. In smaller games and in games in which there are no significant characters or plot (for example, in a racing game), game design refers to how one plays the game. What are the rules? How is the game scored? How does the level of difficulty change with play? What makes the game fun or challenging?
- What do game designer do?
- What does a designer need to know?
- How much money do designer make?
- What job titles can a game designer have?
- What type of people or personality traits make good designers?
- More info (http://www.gamecareerguide.com/features/411/game_design_an_introduction.php)

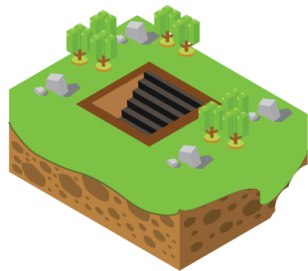


The Hierarchy of Game Elements

In general, anything that is used in the design of a game is often referred to as “a game element”. However, in most game design frameworks or theories, there are clearer categorizations of these elements. Werbach and Hunter (2012) organise those categories into a hierarchy of game elements as shown below. **Game elements consist of components, mechanics, and dynamics.**



Gamification Categories for Teaching & learning



Courses without Online Support

- Applies in Classroom, handouts, board games



Massive Open Online Courses (MOOC)

- Gamified Slide Presentations, Video, Lab Sheets etc



Blended/ Flipped Learning Courses

- LMS (Moodle)



Gamified E-Learning Sites

- Gamification Site, Personalized Gamification Site



Gamified Platform/ System

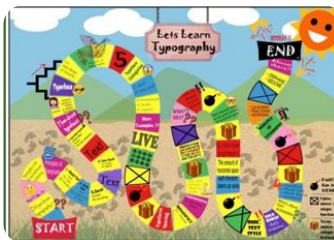
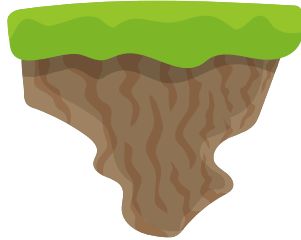
- Gamified System/ Database



Mobile Gamification Apps

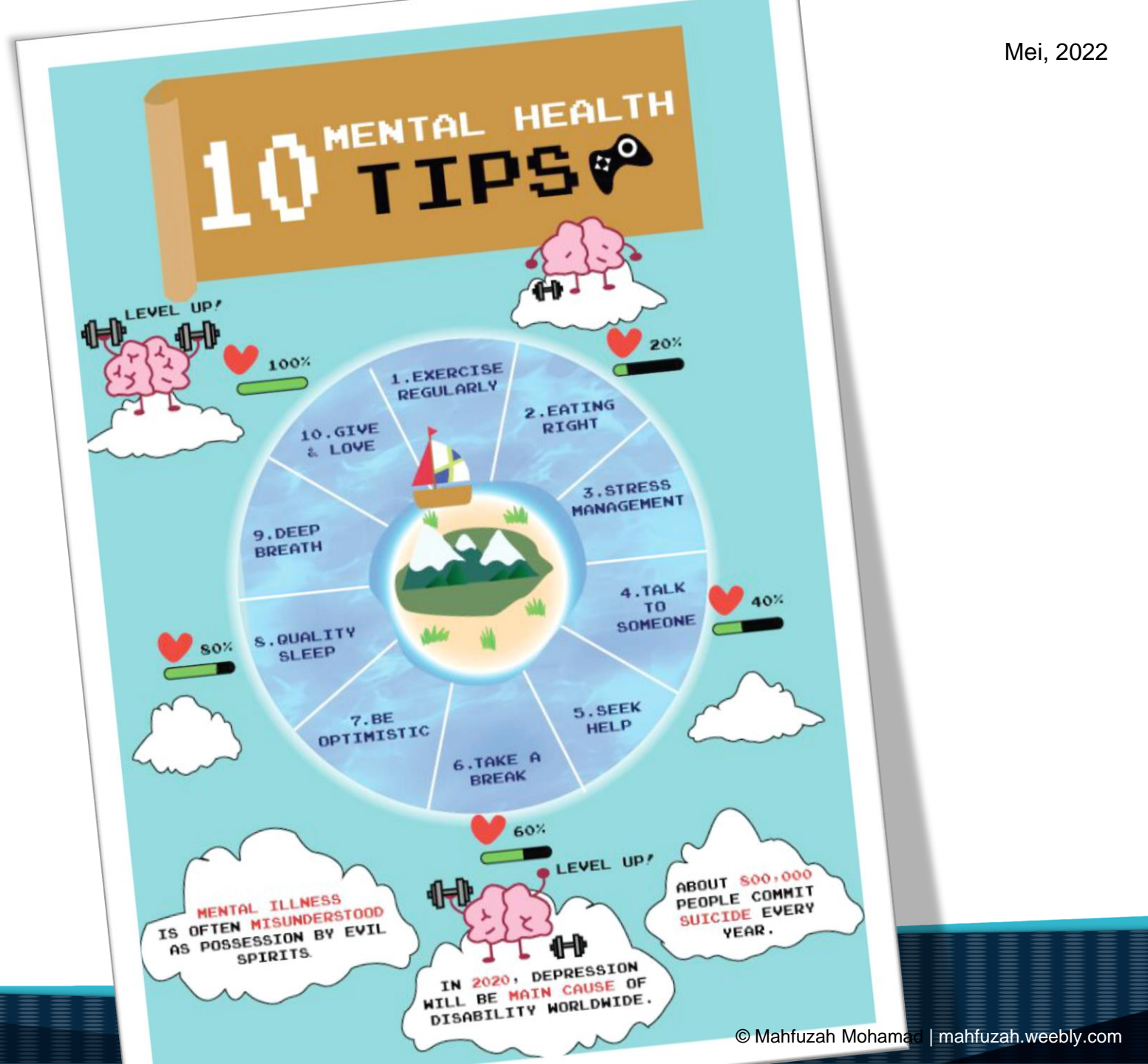
- Adroid/ IOS

Courses without Online Support

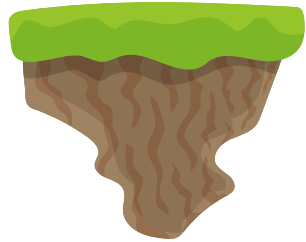


- Educators can design a **tabletop game** to deliver the content during class.
- **Badges** and **trophies** can be made by **using stickers** or paper if students complete the mission or goal of learning.
- Can prepare a **physical reward** or give experience points to each student.
- All the data or **points** can be recorded on the **gamification board** prepared by the educators themselves.
- Gamification **handouts** and **presentation slides** can be used in the classroom to attract students' attention.
- Students are allowed to **revise** and **resubmit assignments** until the end of the semester in order to make sure students make an improvement of all assignments they submit
- From this view, students are free from failing in their class.
- Students will make an effort to redo their assignment until both educator and students are satisfied with the output.

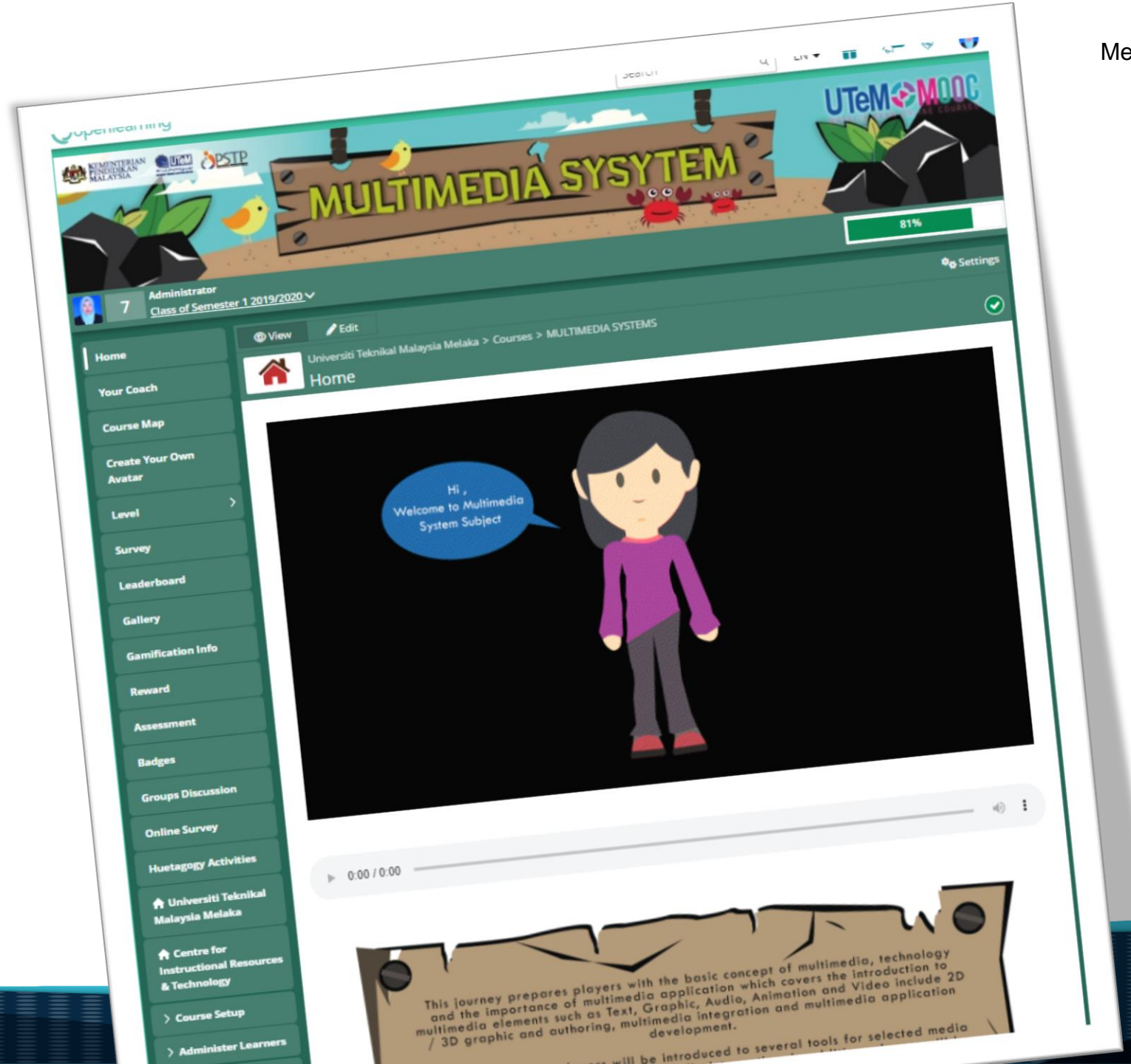
Infographic



MOOC/ OCW
etc









Teaching & Learning -
Video, slide presentation,
assessment etc.



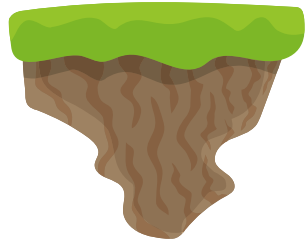
MOOC



Gamification in the MOOC platform means to provide **interactive, creative, and interesting learning content**, with the integration of game elements that are used for teaching and learning.

Game Mechanic and Gamification Element Used in learning		
<p style="text-align: center;">Level / Course Map</p>  <p style="text-align: center;">Shows chapter flow in Multimedia Systems subject</p>	<p style="text-align: center;">Progress Bar</p>  <p style="text-align: center;">Learners self-reputation are showed</p>	<p style="text-align: center;">Leaderboard</p>  <p style="text-align: center;">The top five most performed learners are shown in the leader board page</p>
<p style="text-align: center;">Avatar</p>  <p style="text-align: center;">All learnerss are required to create their own avatar</p>	<p style="text-align: center;">Rewards</p>  <p style="text-align: center;">Performed learners will be grant with rewards</p>	<p style="text-align: center;">Badges</p>  <p style="text-align: center;">For every accomplished level, learners are worthy to collect badge</p>

CV Gamification



Video, slide presentation

Level up!
by ana rubio

Start
My professional challenge

Obstacle 1
Professional experience

Achievements

Obstacle 2
Power-ups
Training and courses

Obstacle 3
Skills
Bonus x3 - Extra life

Rewards:
We all work!
Winning - job as a gamification designer
Learning - working with a team, having fun, managing, traveling, recovering, playing...

Prezi

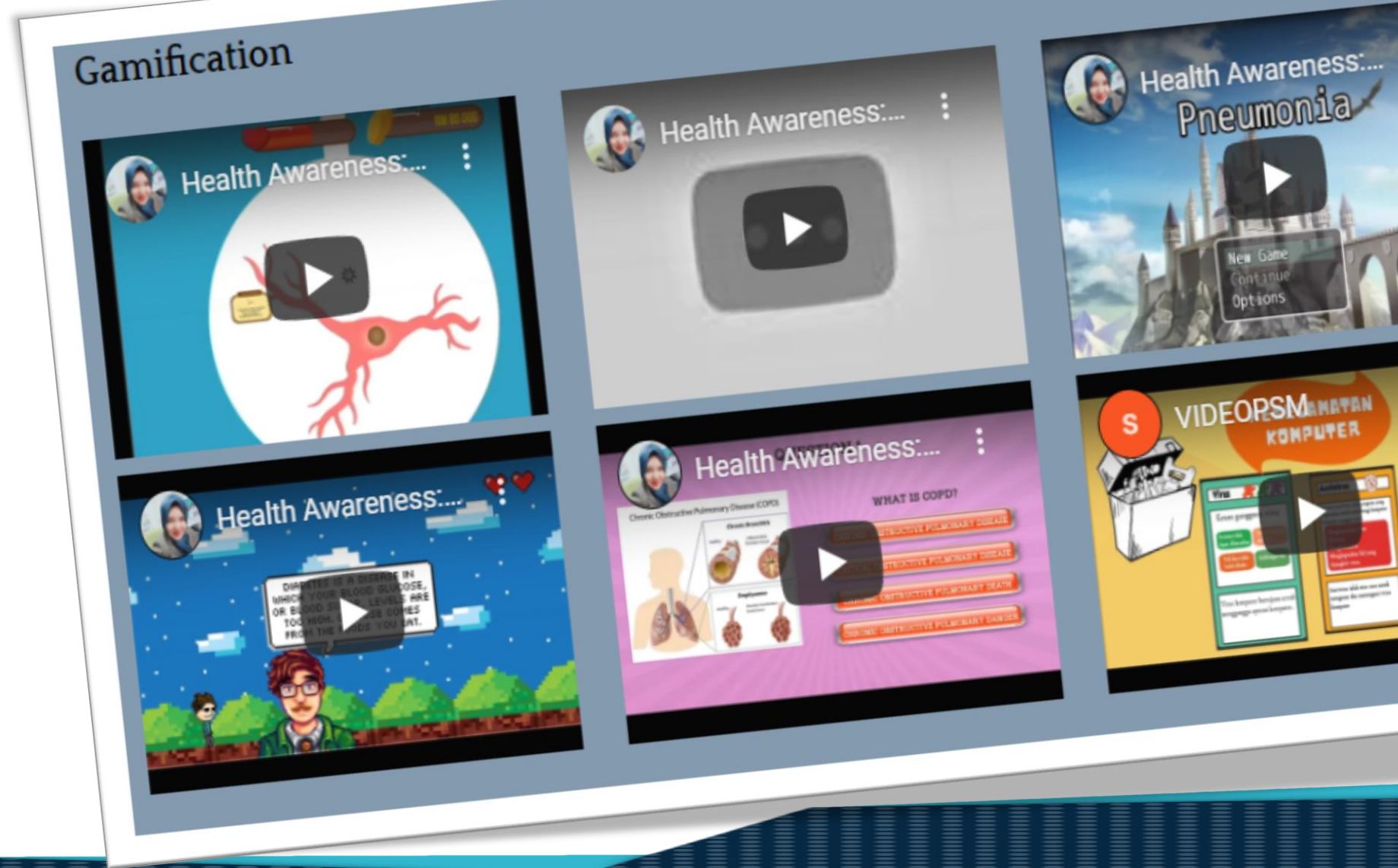
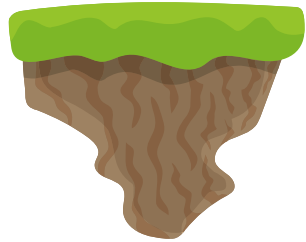
CV gamification

Learn about Prezi

63

LF Lorena Ferrero
Thu Feb 27 2014

Campaign

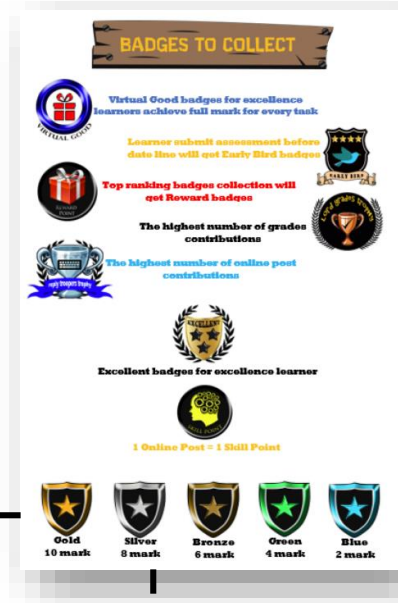


Blended/ Flipped Learning

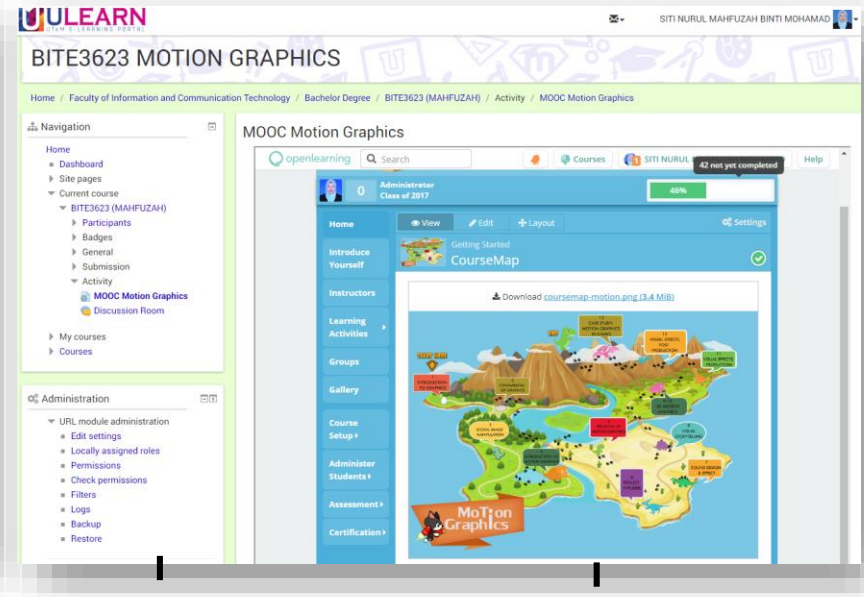


Tan [1] incorporated meaningful gamification in a blended learning class to examine student learning and engagement.

The finding shows that the **badge system** can significantly **increase forum participation**, whereas the process bar motivates students to complete their learning as soon as possible to continue to the next activity or level.

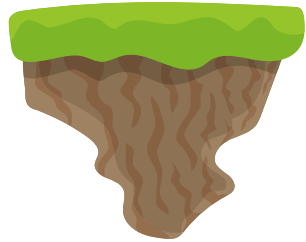


Lecturers also can implement **flipped learning** as a teaching strategy, whereby learners are required to learn online using **e-content** and **e-activities** prepared by lecturers prior to a face-to-face learning session.

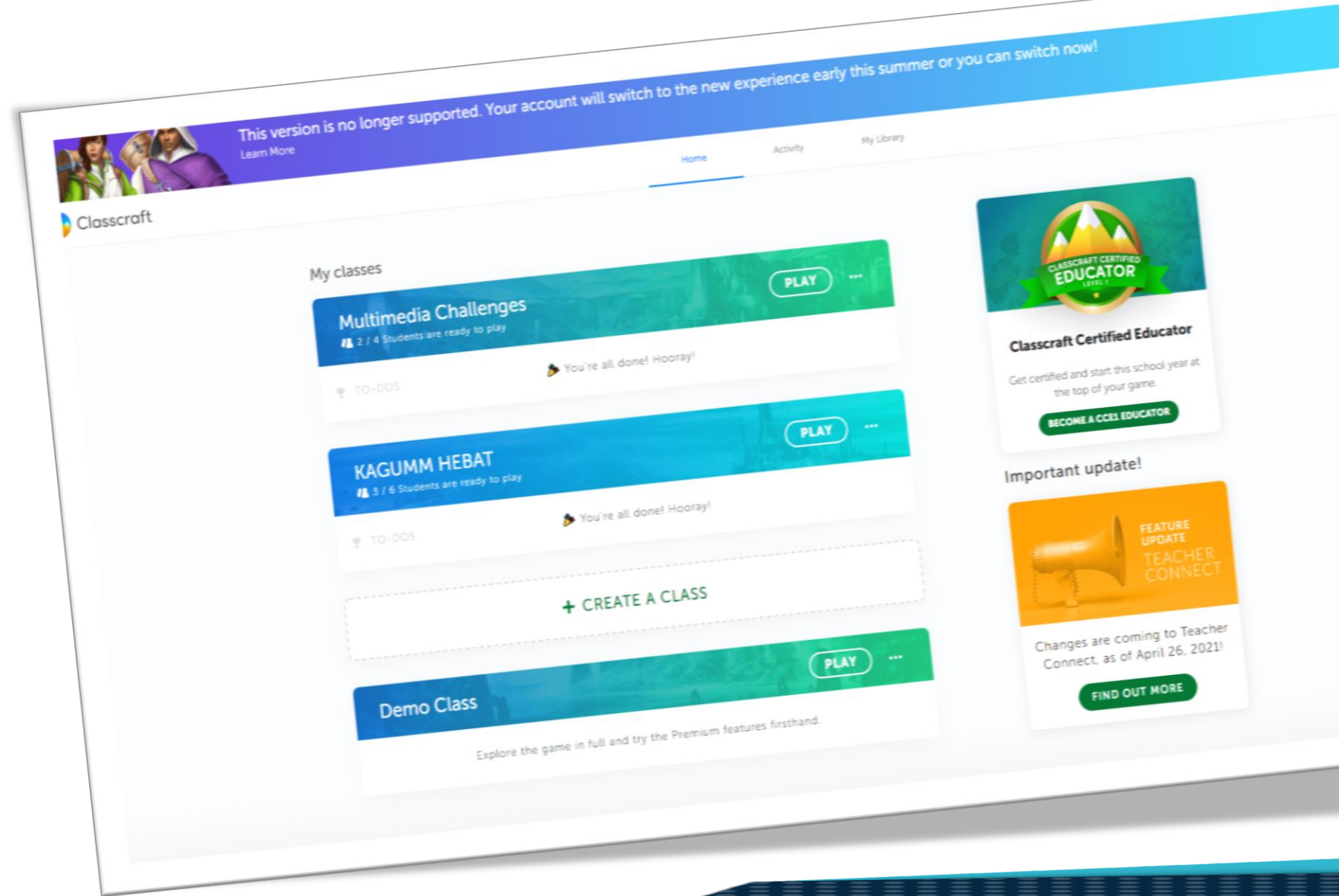


It employs asynchronous **video lectures** and **practice problems as homework**, and lastly **conducts the group-based problem-solving activities** in the classroom.

Blended/ Flipped Learning Courses



LMS – Edmodo, Classcraft





Team 2



STUDENTS

Aina Afiqah

Ajrieka Amran

Hasnida Malim

Nursyafiatun Safwana S...

EDIT STUDENTS



Aina Afiqah

Guardian • Level 1 • Multi-Class

HP 80 / 80

AP 30 / 30

XP 395 / 1975

GP 50



POWERS



PLEDGES



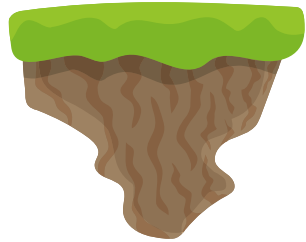
Protect 1

Aina has 0 Power Point(s)

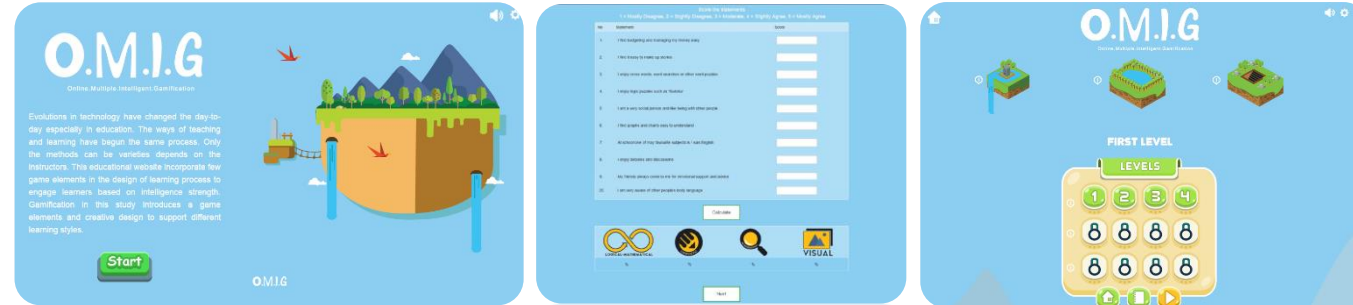
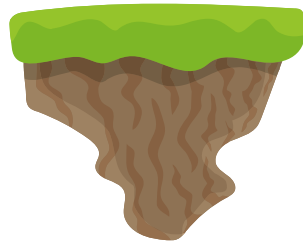
SHOW POWERS



Gamified E-Learning Sites



Gamified E-Learning Sites




Educators should plan a way that can involve as many of the intelligences as possible because applying these intelligences gives the students accomplishments [8].

Originality & Inventiveness



Educators are able to understand the tendency of a **student's learning style** & can deliver a more focused teaching and learning when compared with existing educational websites.




By applying gamification in teaching materials, the biggest impact is the need to diversify the teaching and learning aids that can provide a **variety of experiences & activities** that are more widespread and effective.




Therefore, this study design an **educational gamification website** to support multiple styles of learning in classroom. With the strength possessed by students and suitable game elements approach, students are more engage & motivate to learn.


Learning Theory



Gamification is the application of game-design elements and game principles in non-game contexts. Gamification commonly use to improve user engagement, learning, organizational productivity, ease of use and more.



The theory of MI is a Howard Gardner's theory that everyone is intelligent in at least 8 different ways and can develop each aspect of intelligences.



Adaptive learning is an educational method which uses computers as interactive teaching devices, and to orchestrate the allocation of human and mediated resources according to the unique needs of each learner.

: GAMIFICATION, E-LEARNING, AND VIRTUAL REALITY :

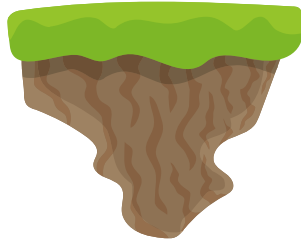
fuza

GAME

an activity, conducted according to rules, engaged in for diversion or amusement, often with a **score**, goal, or other accomplishment as the end result

ABCDEFGHIJKLMNOPQRSTUVWXYZ

For Math: <https://www.educatorstechnology.com/2017/05/may-28-2017-here-is-handy-visual-we.html>
For Science: <https://www.legendsoflearning.com/>




Gamified
Platform/ System

The Student Module interface

Activity 2 (Behaviour): Task Completion Time

1 List Your Uploaded Tasks

Showing 1-2 of 2 items.

#	Task Name	Student Download Date	Student Upload Date	Task Due	Behaviour Point	Cognitive Mark	Created At	Action
1	Tugasan 1 : Flow Chart dan Pseudo Code	2017-08-04	(not set)	2017-07-27	1	(not set)	2017-08-04 09:56:05	 
2	Tugasan 2-Mini Projek	2017-08-04	(not set)	2017-07-28	1	(not set)	2017-08-04 09:56:14	 

2


Upload Task File

No file chosen

3

adil zafuan


You Earned



2 POINTS OF REWARDS

MUHAMMAD AMIRUN AKID BIN AZMER


You Earned



1 POINTS OF REWARDS

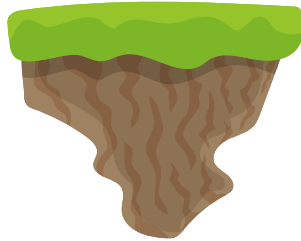
adil zafuan

You Earned



3 POINTS OF REWARDS

Mobile Gamification App



Based on Hamari [12], mobile applications have been a trending object and subject for user engagement and have **helped to improve positive patterns in their learning.**

This gamification method can make them feel like they are playing a game because they have to win the challenges, **complete the levels to get badges and trophies**, as well as make the students eager to try and earn the rewards [11].

There are many mobile applications for learning that have been developed; however, only a few of the mobile applications use gamification as their theme interaction for the students.

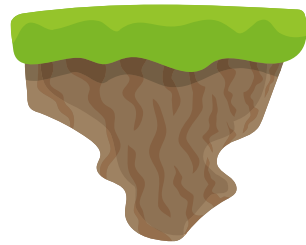


Mobile applications can be a **good learning way for students** to make learning more attractive.

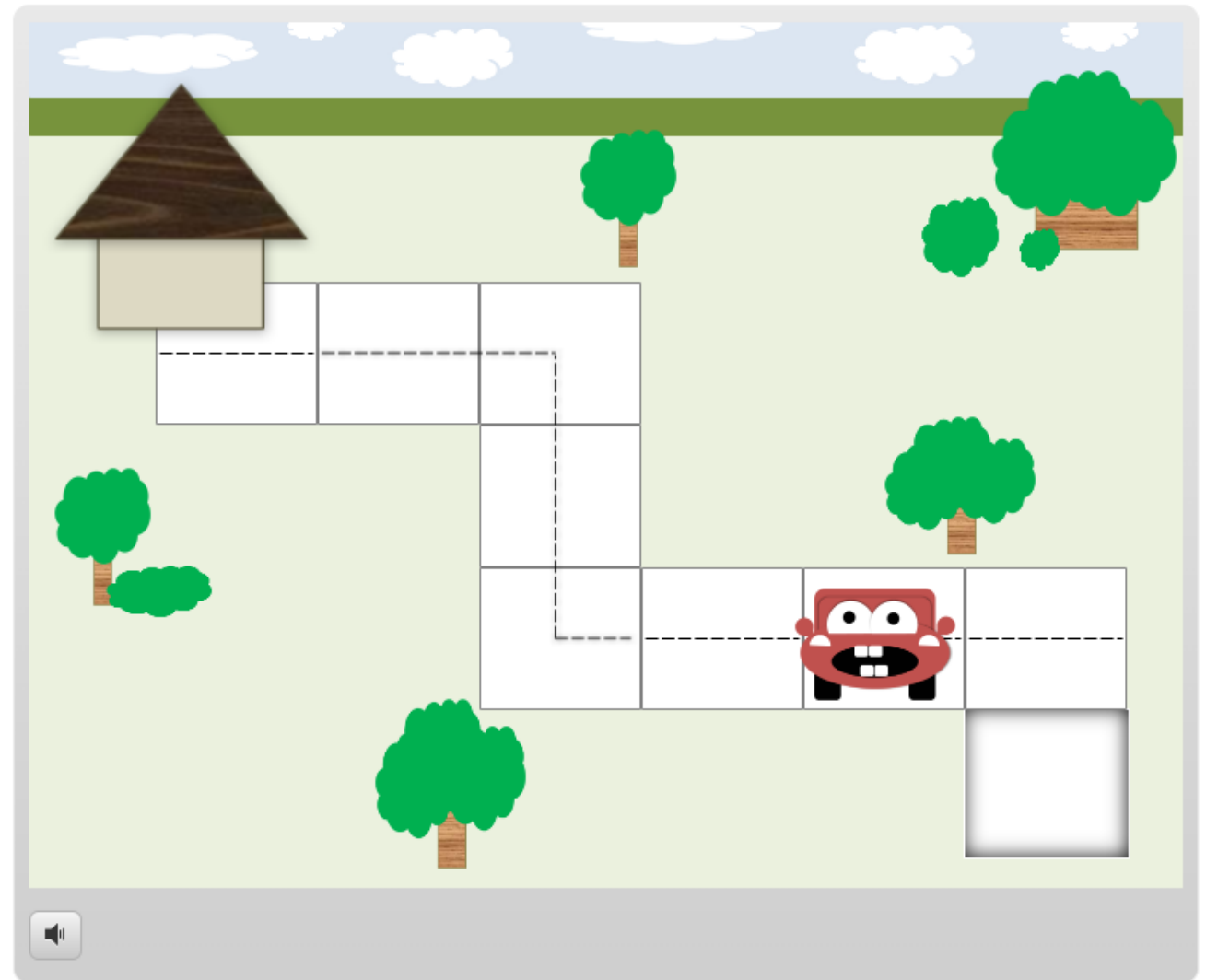
Playing games using mobile applications can make students engage in their learning process.

http://elearning-examples.s3.amazonaws.com/Weekly-Challenge/24-ElearningGame/AmyLamb/story_html5.html

Others



Gamification
Infographic,
Gamification Teaching
Portfolio



<https://visual.ly/gaming-infographics>
<http://www.gameofthronesmap.org/>

GAME OF THRONES

- INTERACTIVE MAP -

Game of Thrones is a complex tale and it can be a little confusing to follow. It's not uncommon to have to skip back a few pages, or refer to a map, to figure out what and where things are happening. To help clarify this dense tome, we've created a snapshot map of the Westeros and Essos, including characters and interesting information.

We hope the map helps fans of the series get a better grasp of the world in a Game of Thrones and ASOIAF.

Like 8.3K Tweet

- Robb Stark
- Theon Greyjoy
- Eddard Stark
- Catelyn Stark
- Sansa Stark

94 Comments Sort by Oldest

Add a comment...

Sources

The map displays the continent of Westeros with various geographical features and locations. A tooltip for Robb Stark is open, showing his title 'Robb Stark - King in the North' and his epithet 'The Young Wolf'. The tooltip text reads: 'Eldest son of Eddard Stark and Catelyn Tully. Robb raised the banners of Winterfell and marched south once he heard of his father's imprisonment. After a series of successful battles, he resides at Riverrun.' Below this, a quote is displayed: 'Tell Lord Tywin winter is coming for him. Twenty thousand northerners marching south to find out if he really does shit gold.'

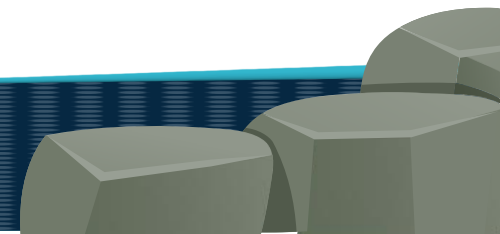
Locations on the map include: Iron Islands, Pyke, Ten Towers, Seagard, Fairmarket, Riverrun, Banefort, The Crag, Ashemark, Wayfarer's Rest, Golden Tooth, Hornvale, Sarsfield, Deep Den, Silverhill, Casterly Rock, Lannisport, Feastfires, Stony Sept, Pinkmaiden, Riverrun, Inn, Salt pans, Maidenpool, Antlers, Duskendale, Rosby, Blackwater Bay, Bay of Crabs, Wick, Redfort, The Eyrie, The Bloody Gate, and Strongsong.

Overlays: Geography Towns



KARL KAPP

“Games and gamification both can lead to high levels of learner engagement and motivation.”



Conclusion

Gamification can be **integrated to all platforms** and can help to engage student learning.

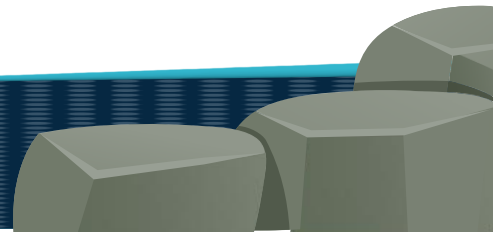
Gamified e-learning sites to support multiple styles of learning can **increase learning engagement**.

Applying gamification without knowing what is gamification can be hard; therefore, the understanding of gamification is needed so as to identify its benefits

Other than that, gamification is designed for applying game elements in learning, but if it is poorly designed, the students will find it hard to accept it [16] as well as to identify the suitable game elements that can affect motivational mechanisms [17].



Thank
You



AN OPEN ENEMY IS BETTER THAN A FALSE FRIEND

@successpictures

