

Improving Student Engagement with Gamified Learning

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Overview

- Lack of student engagement in the class.
- Thai students are too shy (having not enough confidence) to participate in the class.

Aims and objectives

To apply gamified learning to help students to have more confidence and motivate them to be engaged more in the class.

Activities

- Sticker books were given to students to collect stickers.
- Students received stickers if they participated by volunteering answers, asking questions, or contributing to discussions..
- There were 5 colors of stickers : pink, yellow, blue, green and orange.
- For excellent participation, the students would get gold stickers (used as dummy-color stickers).
- The students got “BINGO” and, then, got the rewards if they could collect 5 identical-color stickers.

Outcomes

- Students had more confidence and were engaged more in the class.
- This provided empirical support for gamified learning in education.



References

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