

# Gamification and AR for Digital Collections class

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## INTRODUCTION

The word Gamification became widely known in 2010. This method is used extensively in education and is recognized as an effective method of teaching and learning.

Each year, 2nd year students in the DIM program must study the Digital Collection course, a subject that requires a variety of examples and external resources for students to understand the digitalization process.

Therefore, in order to arouse the interest of students and create an understanding of learning, I took Gamification and Augmented Reality (AR) in class to find the results of using games and learning.

**Keywords:** Digital Collections, Gamification, Augmented Reality

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## Objectives

- 1, To use games to develop skills and understanding in learning Digital Collection courses of the 2nd year student of Digital Information Management (DIM) program.
2. To assess the use of AR in the Digital Collections course



## Activities

The digital collection project require 30 days to complete. The implementation steps were as follow:

1. There were preparation of topics for project and raw materials for students. But each student must play the game name "the Playrooms".
2. Gamification (the Playroom) had a challenge (learning activity) divided in levels and the corresponding trophies that students got after completing each level.
3. All learning modules had their corresponding AR components including two or three AR images on basic competences and one or two AR images providing the solutions to activities.

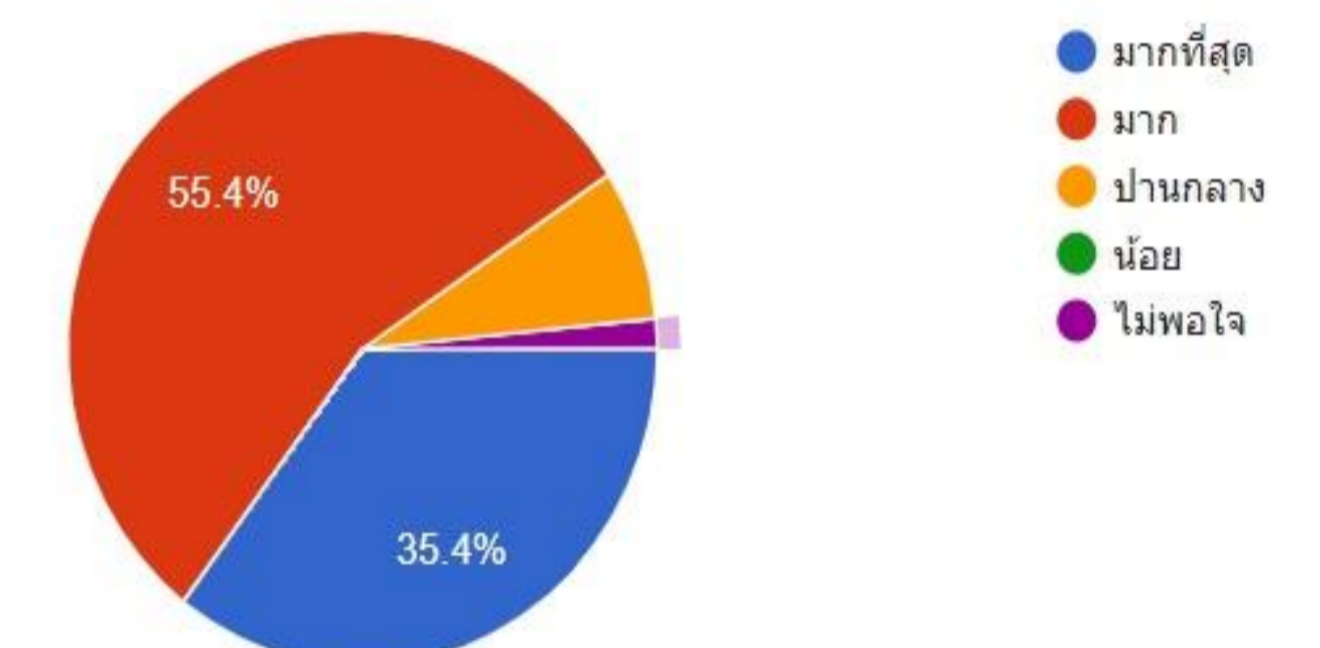
## Instruments

1. Images or documents presenting how to build a good digital collection
2. Questions and answers where students could submit questions for other participants to answer. All participants could also rate answers as "Experience point" to level up and earn their trophies.
3. A commenting and liking function in which students could comment on any content by use the AR robots from their smartphones.



## Outcome

1. Students learned new things from instructions after playing the Playroom.
2. Students understood how to build a good digital collections project professionally.
3. Students felt challenge and co-operated with others to complete each components of the project and earned trophies.



## Impact

The benefits of using Game and AR in teaching & learning are that students gain better knowledge and methods of work than they can read from textbooks. Including an interest in learning than the usual teaching methods also.

## Future Direction

In the next semester I will apply this method to another larger classes, including applying this approach to the other course that have the similar learning objectives and outcomes.

## Reference:

De-Marcos, L., Dominguez, A., Saenz-de-Navarrete, J., & Pagés, C. (2014). An empirical study comparing gamification and social networking on e-learning. *Computers & Education*, 75, 82-91.