Transforming teaching and learning through gamification

Presenters:

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Abstract:

Gamification is the use of game design elements in non-game context such as an institution of higher education. In order to enhance engagement, provide feedback and increase the collaborative nature of Fundamentals of Management I introduced an element of gamification into our learning environment in Semester 1 2015. Fundamentals of Management is a large first year unit, within the School of Management at Curtin Business School. Fundamentals of Management is offered across different delivery modes and semesters; online, and face-to-face at Bentley, Sydney, Miri, Singapore and Mauritius.

The introduction of gamification in Fundamentals of Management in 2015 was a first for Curtin Business School. The aim of the Fundamentals of Management ‘Man-Age of Empires’ game is to expand your territory by answering quiz questions. Students will find the answers to the quiz questions in the interactive YouTube podcasts and non-interactive ilectures and text book. This gaming software is a multi-student social gaming platform. This means students from for example in Bentley, Sydney, Miri, Singapore and Mauritius can play the game and compete with each other. The game can be played on a variety of devices and platforms. The idea is that players can occupy new and therefore expand territory by answering questions. Correctly answered questions also are awarded with points and also determine the rank in the scoreboard. By means of a management tool, teachers can easily create questions, monitor progress and even grade students.

Hundreds of students have played the game. According to a recent student survey 85% of respondents said that gamification of teaching and learning will motivate them to learn modules within Fundamentals of Management. 76 percent of respondents said that playing an online game will transform their engagement with Fundamentals of Management.

It is asserted that gamification has assisted in enhancing the teaching and learning experience for our first year students. These first year students are familiar with playing online games in their private lives and having an element of gamification in Fundamentals of Management will allow them to apply their game-play mechanics in higher education.

Please click on this link to learn more about the game - https://youtu.be/1FdyBnQUfk4