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Gamification to Improve First Year Engagement

John Colleran  
_Technological University Dublin, john.colleran@tudublin.ie_

Aoife Lloyd McKernan  
_Technological University Dublin, aoifemarie.lloyd@tudublin.ie_

Julie Ann Naughton  
_Technological University Dublin, julieann.naughton@tudublin.ie_

Brian Vaughan  
_Technological University Dublin, brian.vaughan@tudublin.ie_

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Gamification in Use

Gamification is already in use in a variety of ways, even though it may not be immediately obvious. PeerWise is a system that is widely used by DIT staff and enables students to set and answer questions posed by peers, which are ranked and graded by peers. Clickers and Socarative are used in class to empower engagement and assessment concurrently with the lecture material. The real-time results give the lecturer instant insight into the levels of engagement and understanding the students have in relation to the topic.

Gamification

Gamification can be broadly described as the application of gaming methods and elements to non-gaming contexts in order to improve user engagement and experience. Within third level education, gamification is used primarily to enhance student engagement with course content and theory, enhancing the learning experience and encouraging student retention within courses.

Engagement

The areas of student engagement, success and retention are of perennial interest to higher education institutes. Statistical links show enhanced student engagement with curricula improves retention and eventual graduation rates and so methodologies that avoid more didactic techniques and instead promote student involvement in learning are of particular interest. The application of gamification has been shown to improve engagement with course content and theory, enhancing the learning experience and encouraging student retention within courses.

Conclusion

Gamification can be a useful method of engaging students in the third-level experience, both in their studies and in the extra-curricular activities associated with third-level education. While there is no direct link between gamification and student retention, there is a statistical link between gamification and engagement, and engagement and student retention. Gamification is a viable, useful method of increasing student engagement and retention.

Examples

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Gamification in Education

Gamification can be broadly described as the application of gaming methods and elements to non-gaming contexts in order to improve user engagement and experience. Within third level education, gamification is used primarily to enhance student engagement with course content and theory, enhancing the learning experience and encouraging student retention within courses.

Overview

Recent pressures on educational resources in the last decade have led educators to consider new teaching methods aimed at supplementing and improving undergraduate teaching. Gamification is one such method which has been used within third level education. Almost all of the literature findings report an increase in the level of student engagement when using gamification as a teaching tool, as opposed to improving grades.

Authors: Brian Vaughan, Julie Ann Naughton, John Colleran