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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 to Improve First Year Engagement

05

Conclusion

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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.

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Engagement

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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.

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Examples

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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.

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Gamification in Education

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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 motivation, engagement, and promote a deeper learning experience. Methods to achieve this include specific elements such as adding leaderboards, badges, and loyalty programs that encourage students to have fun and perform a learning activity.

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.

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Overview

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Authors: Brian Vaughan

Aoife Lloyd McKernan

Julie Ann Naughton

John Colleran