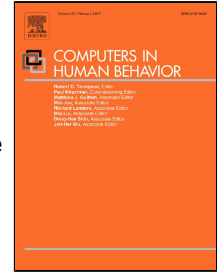


Accepted Manuscript

Gamifying an ICT Course: Influences on Engagement and Academic Performance

Ünal Çakiroğlu, Betül Başibüyük, Mustafa Güler, Melek Atabay, Bahar Yılmaz Memiş



PII: S0747-5632(16)30838-X
DOI: 10.1016/j.chb.2016.12.018
Reference: CHB 4628
To appear in: *Computers in Human Behavior*
Received Date: 21 June 2016
Revised Date: 26 November 2016
Accepted Date: 06 December 2016

Please cite this article as: Ünal Çakiroğlu, Betül Başibüyük, Mustafa Güler, Melek Atabay, Bahar Yılmaz Memiş, Gamifying an ICT Course: Influences on Engagement and Academic Performance, *Computers in Human Behavior* (2016), doi: 10.1016/j.chb.2016.12.018

This is a PDF file of an unedited manuscript that has been accepted for publication. As a service to our customers we are providing this early version of the manuscript. The manuscript will undergo copyediting, typesetting, and review of the resulting proof before it is published in its final form. Please note that during the production process errors may be discovered which could affect the content, and all legal disclaimers that apply to the journal pertain.

Highlights

- Combination of five gamification elements were used together to stimulate students.
- Qualitative and quantitative reflections from a gamified course were examined.
- Leaderboard and points worked on university students well but real gifts did not.
- Gamification played significant role on engagement-academic performance relation.
- Suggestions were made for the use of each gamification elements in real ICT class.

Download English Version:

<https://daneshyari.com/en/article/4937617>

Download Persian Version:

<https://daneshyari.com/article/4937617>

[Daneshyari.com](https://daneshyari.com)