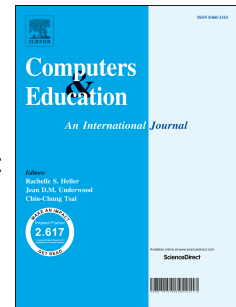


# Accepted Manuscript

Implementing a theory-driven gamification model in higher education flipped courses:  
Effects on out-of-class activity completion and quality of artifacts

Biyun Huang, Khe Foon Hew



PII: S0360-1315(18)30161-1

DOI: [10.1016/j.compedu.2018.06.018](https://doi.org/10.1016/j.compedu.2018.06.018)

Reference: CAE 3382

To appear in: *Computers & Education*

Received Date: 9 August 2017

Revised Date: 9 May 2018

Accepted Date: 19 June 2018

Please cite this article as: Huang B. & Hew K.F., Implementing a theory-driven gamification model in higher education flipped courses: Effects on out-of-class activity completion and quality of artifacts, *Computers & Education* (2018), doi: 10.1016/j.compedu.2018.06.018.

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.

**Title: Implementing a Theory-Driven Gamification Model in Higher Education Flipped Courses: Effects on Out-of-Class Activity Completion and Quality of Artifacts**

**Author:**

HUANG Biyun (Corresponding Author)

Division of Information and Technology Studies, Faculty of Education, The University of Hong Kong

Phone: +852 5266 0901 Email: [lucy99@connect.hku.hk](mailto:lucy99@connect.hku.hk)

HEW Khe Foon (Co-author)

Division of Information and Technology Studies, Faculty of Education, The University of Hong Kong

Phone: +852 2859 1903 Email: [kfhew@hku.hk](mailto:kfhew@hku.hk)

Download English Version:

<https://daneshyari.com/en/article/6834630>

Download Persian Version:

<https://daneshyari.com/article/6834630>

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