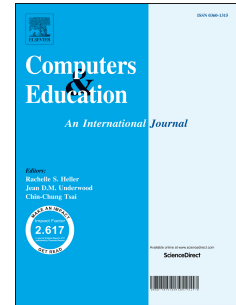


Accepted Manuscript

Enhancing student learning experience with technology-mediated gamification: An empirical study

Crystal Han-Huei Tsay, Alexander Kofinas, Jing Luo



PII: S0360-1315(18)30009-5

DOI: [10.1016/j.compedu.2018.01.009](https://doi.org/10.1016/j.compedu.2018.01.009)

Reference: CAE 3288

To appear in: *Computers & Education*

Received Date: 11 April 2017

Revised Date: 28 December 2017

Accepted Date: 15 January 2018

Please cite this article as: Tsay C.H.-H., Kofinas A. & Luo J., Enhancing student learning experience with technology-mediated gamification: An empirical study, *Computers & Education* (2018), doi: 10.1016/j.compedu.2018.01.009.

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.

Enhancing student learning experience with technology-mediated gamification:**An empirical study**

Crystal Han-Huei Tsay^{a,*}, Alexander Kofinas^b, Jing Luo^a

^aUniversity of Greenwich, 30 Park Row, London, SE10 9LS, United Kingdom

^bUniversity of Bedfordshire, University Square, Luton LU1 3JU, United Kingdom

*Corresponding author: Crystal Han-Huei Tsay, Department of Human Resources and Organisational Behaviour, University of Greenwich, 30 Park Row, London, SE10 9LS, United Kingdom. Email: H.Tsay@greenwich.ac.uk; crystal.h.tsay@gmail.com.

Emails:

Crystal Han-Huei Tsay: H.Tsay@greenwich.ac.uk

Alexander Kofinas: Alexander.Kofinas@beds.ac.uk

Jing Luo: J.Luo@greenwich.ac.uk

Download English Version:

<https://daneshyari.com/en/article/6834722>

Download Persian Version:

<https://daneshyari.com/article/6834722>

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