Accepted Manuscript

Gamification in software engineering education:a systematic mapping

Manal M. Alhammad , Ana M. Moreno

PII: S0164-1212(18)30064-5
DOI: 10.1016/j.jss.2018.03.065
Reference: JSS 10137

To appear in: *The Journal of Systems & Software*

Received date: 17 November 2017
Revised date: 27 February 2018
Accepted date: 28 March 2018

Please cite this article as: Manal M. Alhammad , Ana M. Moreno , Gamification in software engineering education:a systematic mapping, *The Journal of Systems & Software* (2018), doi: 10.1016/j.jss.2018.03.065

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.

ACCEPTED MANUSCRIPT

Highlights:

- A systematic literature mapping is carried out in the field of gamification in SE education.
- Deciding which gamification approach and elements to use is challenging.
- The technological cost of gamification is not necessarily high.
- Gamification has potential in SE education, but more empirical data is needed.
- The impact of gamification on the learning process needs to be controlled.

ACCEPTED MANUSCRIPT

Download English Version:

https://daneshyari.com/en/article/6885309

Download Persian Version:

https://daneshyari.com/article/6885309

Daneshyari.com