

## EXPLORING GAMIFICATION PLATFORMS

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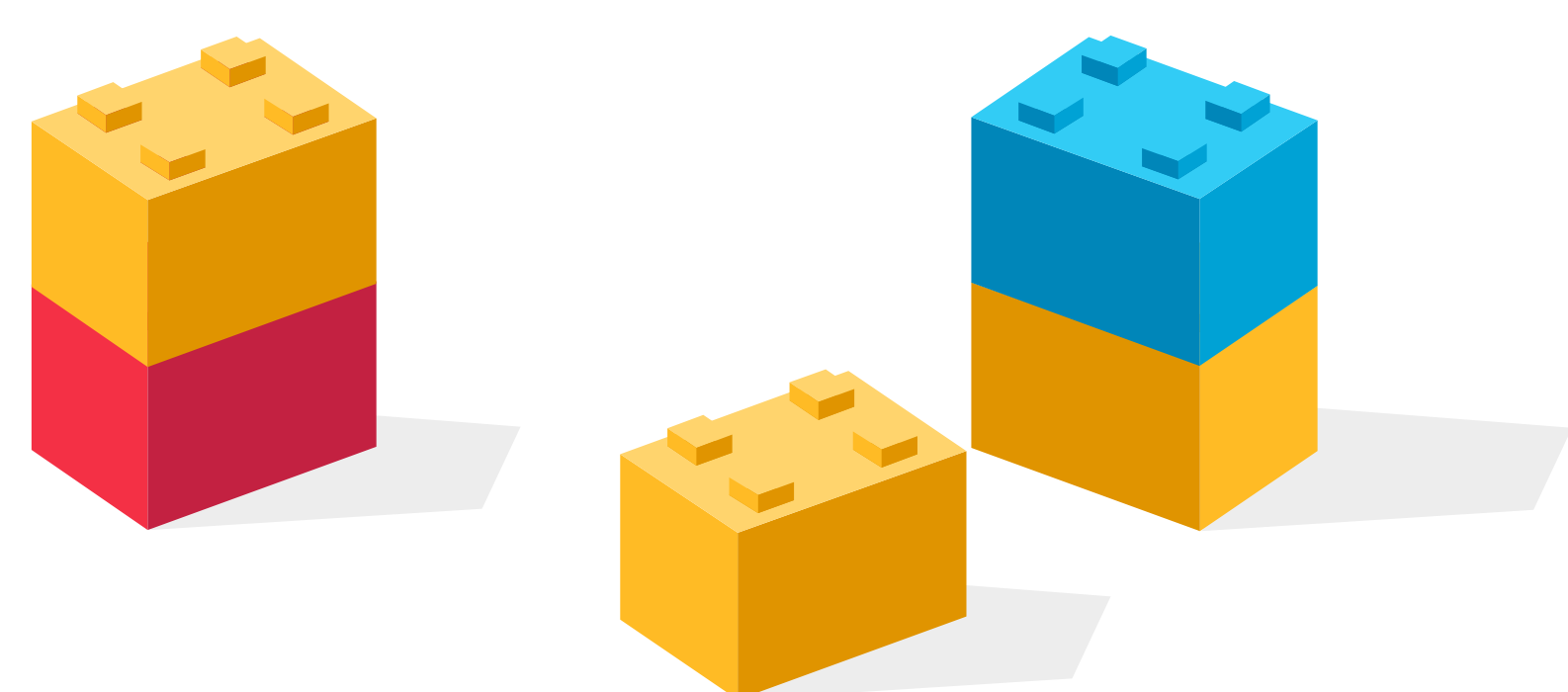
### GAMIFICATION?

Gamification refers to adding game-like elements and mechanics to a non-game context. Goals for gamification include but not limited to:

- Increase Engagement
- Motivate Students
- Create Sense of Competition and Achievement

### IMPORTANCE

Engagement and Educational efficiency are critical factors for a successful educational system, which is why different pedagogical approaches are introduced.

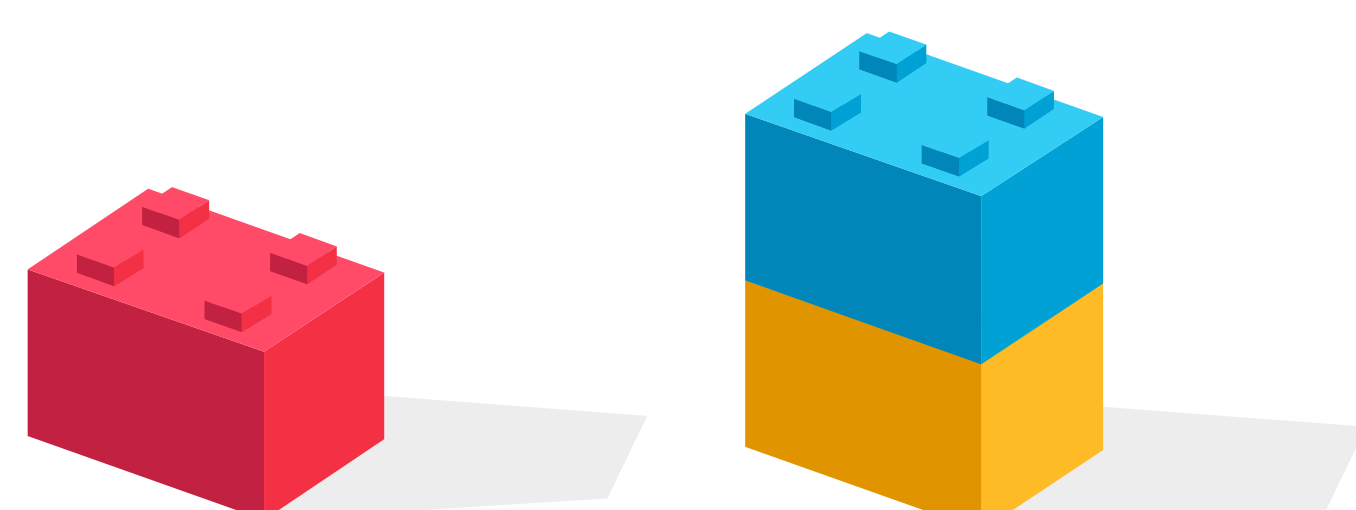


### RESEARCH QUESTIONS

- What are the gamification tools that online platforms offer?
- How do instructors gamify their educational content using online tools?
- Where is the area of improvement for gamification software?

### METHODOLOGY

In order to answer our research questions, we used snowball methodology to choose and review 34 online platforms that claimed to offer interactive tools for educational purposes.



### CRITERIA OF COMPARISON



**FEATURES**

**INTEGRATION**

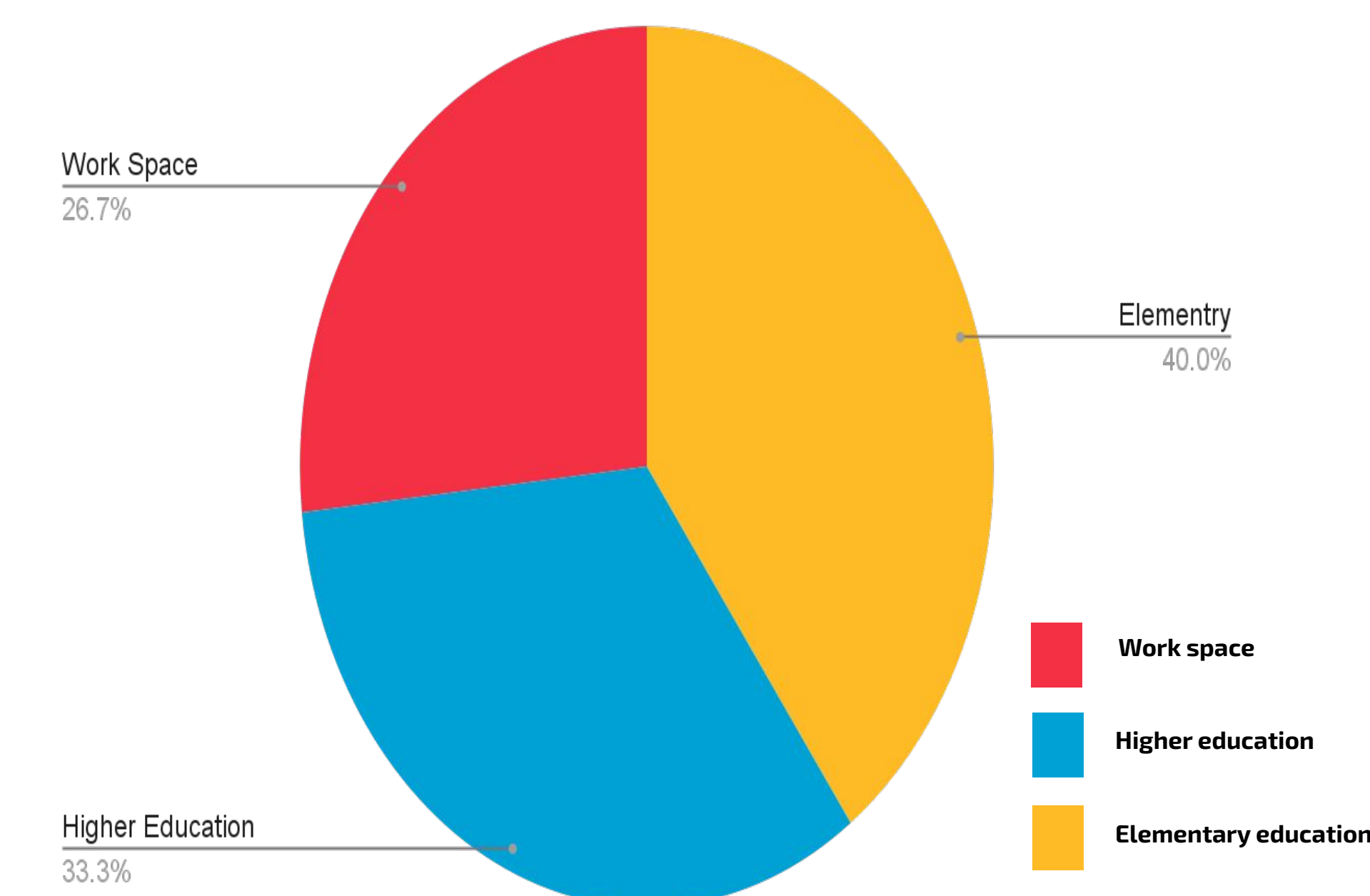


**COST**

**USE CASE**



### USE CASES OF AVAILABLE TOOLS



### THREE CLASSES OF PLATFORMS



#### LEARNING MANAGEMENT SYSTEMS

Focused on course content management.

- 360 Learning



#### DISCRETE GAMIFICATION TOOLS

Focused on gamifying one single task.

- Kahoot



#### LEARNING FLOW GAMIFICATION TOOLS

Focused on designing a flow of tasks and challenges for the learning experience.

- GooseChase

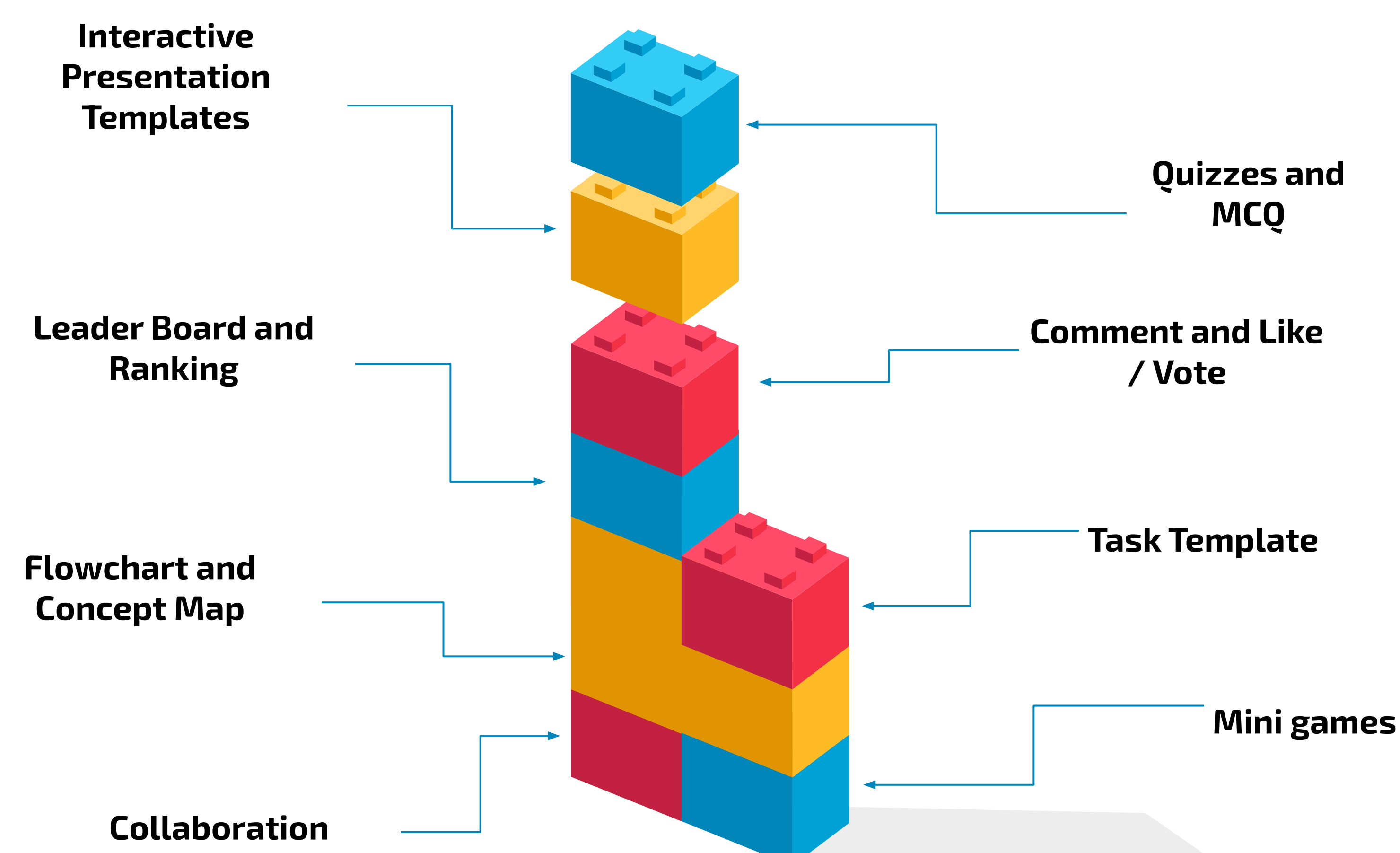
### INTEGRATION

- Although several gamification platforms offer integration with LMS, there is room for improvement. There is a need for software that provide a high-quality content management system and gamification tools simultaneously.

### CUSTOMIZATION

- Although different tools provide various features, gamifying learning flow and course components requires fluency in using tools and creativity to design engagement. In other words, instructors may replace their course components to fit a gamified task.

### MOST POPULAR FEATURES



### FUTURE STUDIES

- This research can be continued to a benchmark of gamification tools and their use cases.
- The result can be used to find the existing gap and meet this area's needs with the new product.
- We are planning to select from these tools to gamify an IT management course and investigate the result.