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Gamification in ODeL

Saturday 17 February 2024 15:30 (20 minutes)

Gamification in ODeL

As a pioneer in Open and Distance e-Learning (ODeL) within the country, the University of the Philippines Open University remains committed to spearheading advancements in research and application throughout the Philippines. This commitment extends to delivering high-quality education through the utilization of Moodle as the Learning Management System (LMS).

Gamification involves integrating game mechanisms or elements to drive motivation and engagement among users. It serves as a vital tool in learning platforms to enhance student participation and reduce dropout rates. The incorporation of gamification in the learning design of UPOU classes has been identified as a contributing factor to increased completion rates and heightened student participation.

This study aims to explore various gamification strategies implemented in UPOU courses, spanning bachelor's degree programs, graduate courses, and Massive Online Open Courses (MOOCs). Specifically, the courses under review include MMS140: Mathematics in Multimedia, CMSC201: Discrete Structures in Computer Science, and an AI for Education MOOC. The evaluation will compare gamification elements such as Experience Points (XP), Activity Completion, Levels Badges, and Leaderboards across these categories.

Furthermore, the author will focus on evaluating engagements and completion rates, crucial metrics that characterize the success of gamification in Open and Distance e-Learning (ODeL) at UPOU.

Keywords: Gamification, LMS, Moodle, ODeL

発表の種類 / Presentation type

プレゼンテーション（２０分）/ Presentation (20 mins)

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発表日の希望 / Preferred day

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