

The logo for Southern Gateway University (SGU) is displayed in white on a dark green background.

Gamification of Learning Process to Enhance Student Engagement and Knowledge Retention

Subject Name: Server-side Web Programming

Course Representative: Joseph Andreas



Activity Summary

- At the end of every class, a short Quizizz session is held
- Follow-up exercises using Quizizz are also provided to the students
- Before the end of the project timeline, a written quiz is held based on the topics from the Quizizz sessions
- Post-implementation survey is given to the students to measure the effectiveness of gamification as a factor in their learning experience



IMPACTS

Students can actively learn materials anywhere and anytime they want to

Fun aspects of gamification in learning experience leads to higher motivation for students to learn

Students are more confident in the materials that they have learned during classes



SGU®

THANK YOU!

