

A Customizable and Interactive Gamified Motivational System for Improving Student Engagement

Fotis Lazarinis

5th High School of Agrinio & Hellenic Open University, Greece

Abstract

Gamification is a learning approach that employs various play-based mechanisms and elements to enhance the learning experience. Young students respond well to this approach, and as a result, they are more engaged in the learning process. In the Maximus Erasmus+ project the partners developed and tested a platform to facilitate the gamification approach to learning. Students enter the Maximus main app to complete tasks and earn in-platform e-money. Teachers create various learning activities and rewards. With the completion of each activity learners can receive specific rewards or e-currency. A reward could be a higher mark or some peer-help in an in-class quiz or another bonus in the real class. With the e-currency students can also buy specific rewards. Thus, students are motivated to participate in the online platform in their own time in order to redeem specific advantages in their schools. In this paper we discuss the concept of gamification, we present the Maximus platform and we discuss a case study as an example of using the platform. The results of the qualitative evaluation are supportive towards the Maximus approach.

Keywords: gamification, playful learning, motivation, ICT in education, Maximus, Erasmus+