

The Impact of Gamification on Student Performance

Project 2

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Gamification involves adding game elements to non-game settings to motivate students to engage in the material and complete tasks (Hanus & Fox, 2014). Thus, it is argued that it improves student performance. Specific elements include adding leaderboards, badges, and achievements to instruction.

Although gamification techniques continue to gain popularity, the impact on student performance varies greatly depending on a variety of factors. These factors include the types of elements used, ability level of the student, students' background playing video games (Goehle, 2013), and gender (Christy & Fox, 2014). When students have a familiarity with video games and game elements are connected to interesting tasks with clearly defined goals, the impact can be positive (Hanus & Fox, 2014). However, depending on the game elements used, and the characteristics of the audience, the results may not be as positive. In fact adding gamification may have a negative impact on student performance (Christy & Fox, 2014). Caution should be used when deciding on whether or not to use gamification.

References

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