

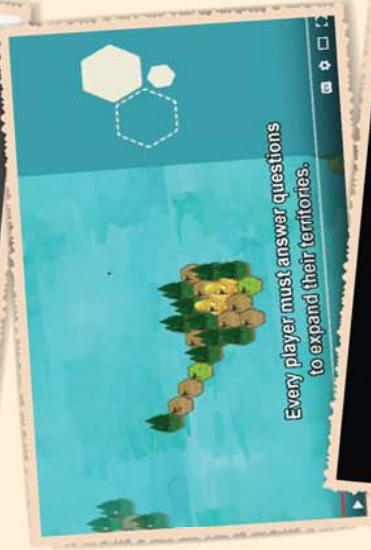
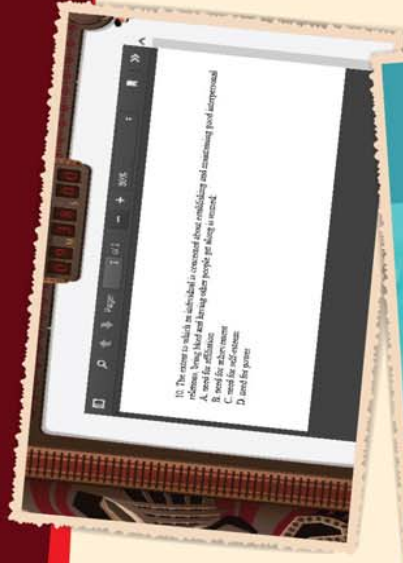
LEARNING THROUGH GAMING?

The impact of an online game on learning and teaching pedagogy on student engagement and learning outcomes

How does the introduction of a new learning gamification pedagogy impact the teaching structure within an undergraduate unit at Curtin University? Has the introduction of a new learning gamification pedagogy in Fundamentals of Management been associated with a positive growth in student engagement, motivation and academic performance?

BACKGROUND OF GAME

Introduction of a new learning gamification pedagogy in MGMT1000 Fundamentals of Management. An online game 'PaGamo' was introduced to students. The idea is that players can occupy new and expand 'territory' by answering questions. Correctly answered questions are awarded with points and also determine the rank in the scoreboard. By means of a management tool, teachers can easily create questions, monitor progress and even grade students. For the Fundamentals of Management unit, the game is designed in such a way that each module is linked with questions based on the topics covered.



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