The Impact of Gamification on Self-Assessment for English Language Learners in Saudi Arabia

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Abstract : Continuous self-assessment becomes crucial in self-paced online learning environments. Students often depend on themselves to assess their progress; which is considered an essential requirement for any successful learning process. Today’s education institutions face major problems around student motivation and engagement. Thus, personalized e-learning systems aim to help and guide the students. Gamification provides an opportunity to help students for self-assessment and social comparison with other students through attempting to harness the motivational power of games and apply it to the learning environment. Furthermore, Open Social Student Modeling (OSSM) as considered as the latest user modeling technologies is believed to improve students’ self-assessment and to allow them to social comparison with other students. This research integrates OSSM approach and gamification concepts in order to provide self-assessment for English language learners at King Abdulaziz University (KAU). This is achieved through an interactive visual representation of their learning progress.