

Impact of Gaming Environment in Education

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Abstract : In this research, we did explore the effectiveness of the gaming environment in education and compared it with the traditional education system. We take several workshops in both learning environments. We measured student's performance by providing a grading score (by professional academics) on their attitude in different criteria. We also collect data from survey questionnaires to understand student's experiences towards education and study. Finally, we examine the impact of the different learning environments by applying statistical hypothesis tests, the T-test, and the ANOVA test.

Keywords : gamification, game-based learning, education, statistical analysis, human-computer interaction

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