

Students Perception of a Gamified Student Engagement Platform as Supportive Technology in Learning

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Abstract : Students are increasingly turning towards online learning materials to supplement their education. One such approach would be the gamified student engagement platforms (GSEPs) to instill a new learning culture. Data was collected from closed-ended questions via content analysis techniques. About 81.8% of college students from the Monash University Foundation Year agreed that GSEPs (Quizizz) was an effective tool for learning. Approximately 85.5% of students disagreed that games were a waste of time. GSEPs were highly effective among students to facilitate the learning process.

Keywords : engagement, gamified, Quizizz, technology

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