Gamification: A Guideline to Design an Effective E-Learning

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Abstract : As technologies continue to develop and evolve, online learning has become one of the most popular ways of gaining access to learning. Worldwide, many students are engaging in both online and blended courses in growing numbers through e-learning. However, online learning is a form of teaching that has many benefits for learners but still has some limitations. The high attrition rates of students tend to be due to lack of motivation to succeed. Gamification is the use of game design techniques, game thinking and game mechanics in non-game context, such as learning. The gamifying method can motivate students to learn with fun and inspire them to continue learning. This paper aims to describe how the gamification work in the context of learning. The first part of this paper present the concept of gamification. The second part is described the psychological perspectives of gamification, especially motivation and flow theory for gamifying design. The result from this study will be described into the guidelines for effective learning design using a gamification concept.