More Than a Game: An Educational Application Where Students Compete to Learn

Authors : Kadir Özsoy

Abstract : Creating a moderately competitive learning environment is believed to have positive effects on student interest and motivation. The best way today to attract young learners to get involved in a fun, competitive learning experience is possible through mobile applications as these learners mostly rely on games and applications on their phones and tablets to have fun, communicate, look for information and study. In this study, a mobile application called 'QuizUp' is used to create a specific game topic for elementary level students at Anadolu University Preparatory School. The topic is specially designed with weekly-added questions in accordance with the course syllabus. Students challenge their classmates or randomly chosen opponents to answer questions related to their course subjects. They also chat and post on the topic's wall in English. The study aims at finding out students' perceptions towards the use of the application as a classroom and extra-curricular activity through a survey. The study concludes that educational games boost students' motivation, lead to increased effort, and positively change their studying habits.
Keywords : competitive learning, educational application, effort, motivation 'QuizUp', study habits
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