

## A Case Study in Using Gamification in the Mobile Computing Course

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**Abstract :** The purpose of this paper is to use gamification technology in the mobile computing course to increase students motivation and engagement. The game applied to be designed by students focusing also to design educational game for children with age six years. This game will teach the students how to learn in a fun way. Our case study is implemented at Gulf College which is affiliated with Staffordshire University-UK. Our game design was applied to teach students Android Studio software by designing an educational game. Our goal with gamification is to improve student attendance, increase student engagement, problem solving and user stratification. Finally, we describe the findings and results of our case study. The data analysis and evaluation are based on students feedback, staff feedback and the final marking grades for the students.

**Keywords :** gamification, educational game, android studio software, students motivation and engagement

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