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GAME ON

Identifying Game Elements that Facilitate Student Engagement in an Industrial Psychology Context

Introduction



Influence of game elements on the dimensions of student engagement.



Student Engagement

Interaction: time, effort, relevant resources (Trowler 2010)

Behavioural
engagement

Emotional
Engagement

Cognitive
Engagement

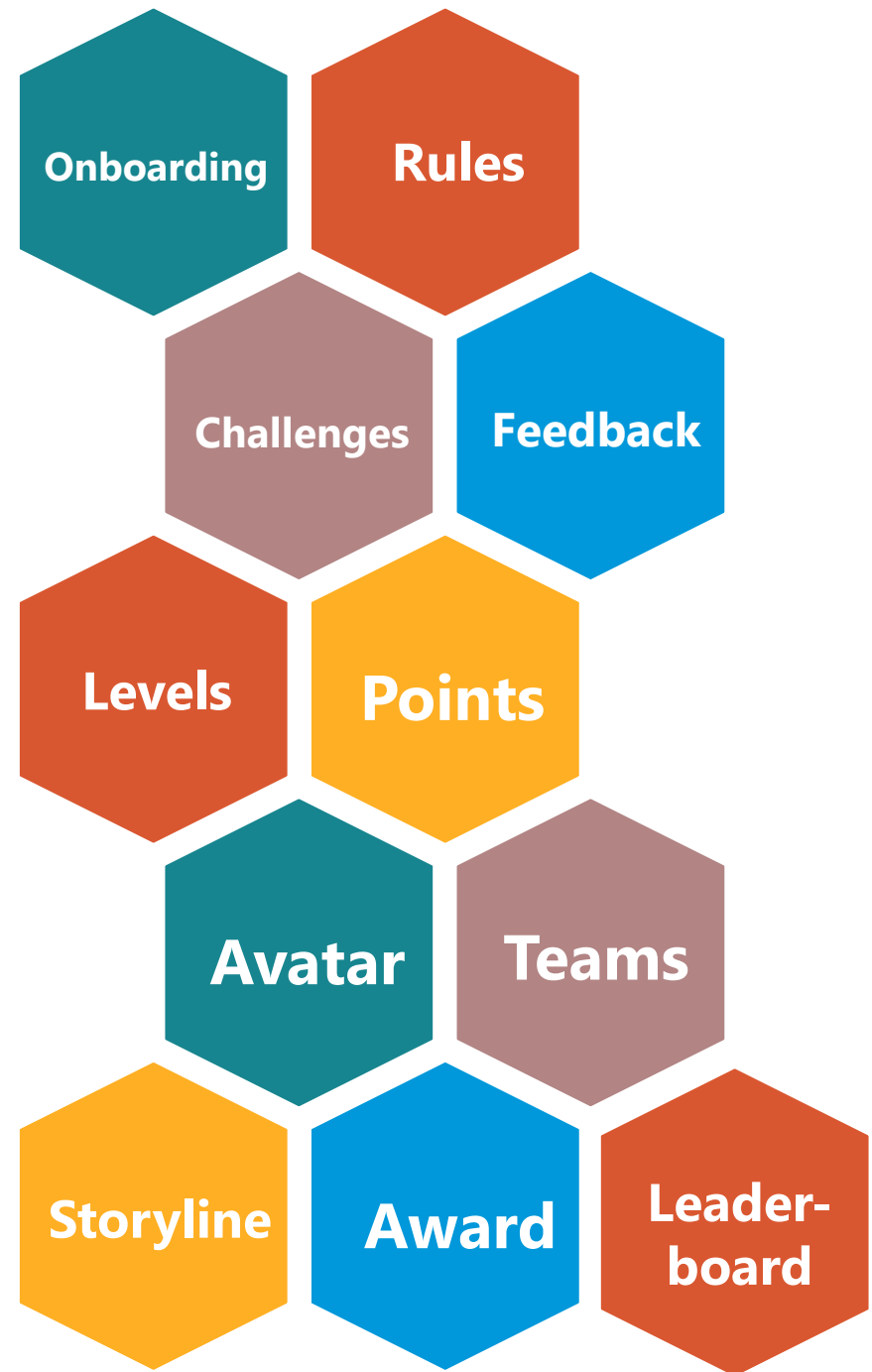
(Fredericks & McColskey 2012)

Positive: Productive (i.e. expectations have been internalized and approved)

Negative: Counterproductive (i.e. behavior that challenges, confronts or rejects)

Gamification

- Strengthen user engagement, change behavior and support innovation
- Game mechanics & elements >> learning experience
- Game element : engagement dimension



Methodology



Problem:

Implementing Gamification in Industrial Psychology



Solutions:

Design Principles



Implement & Evaluate:

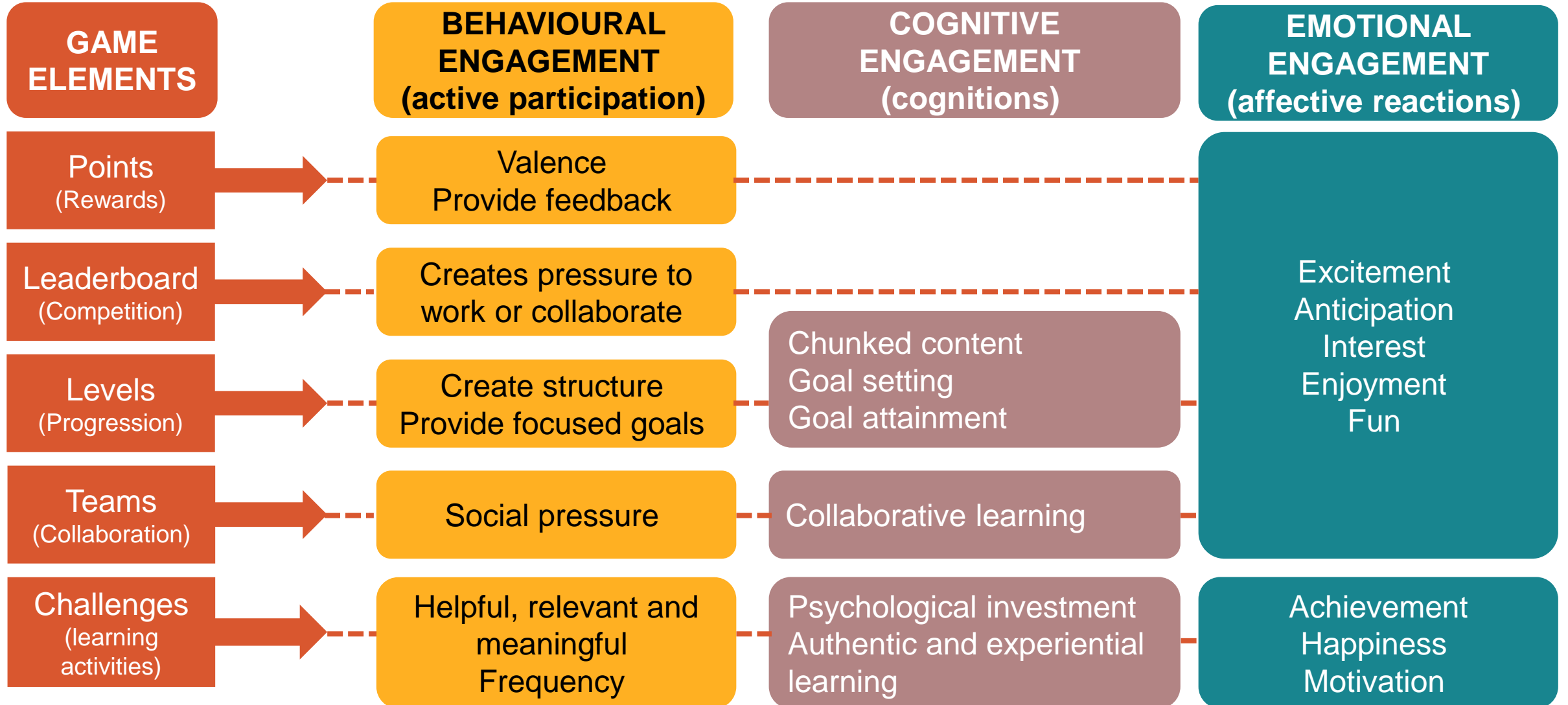


Reflection & Improvement:



A systematic but flexible methodology aimed to improve educational practices through iterative analysis, design, development and implementation, based on collaboration among researchers and practitioners in real-world settings, and leading to contextually-sensitive design principles and theories (Wang & Hannafin 2005)

Findings





Conclusion

- Dimensions of student engagement are dynamic and complex
- Dimensions of student engagement do not operate in isolation
- Game elements have varied "engagement affordances"
- Potential of game elements can be harnessed



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Any questions?