Communication

Gamification for Student Engagement on Virtual Classes

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During the period of COVID-19 outbreak, we have adopted technology to cater the needs of teaching and learning process. In this article, I would like to share my experience teaching and tools that I have used to engage students during an online class. There are lot of challenges for a teacher when they are teaching in an online class, such as evaluation, lack of motivation in online learners, assessing the learning outcome, technical difficulties and many more. One of the biggest challenges that I faced would be engaging students during the class and also how to make sure that they are clear with the concepts taught. I had come across concepts of gamification earlier but had never used them in online classes. Gamification introduces game elements into non-game contexts to attract participants and create gameful experiences (Hamari, Koivisto and Sarsa, 2014). Researchers have emphasized the importance of gamification design in technology related activities specially to motivate the user. Exploring various options for using gamification in online classes, I found a website for making quizzes i.e. Quizziz.com.

Quizziz is an online tool that helps teachers to conduct formative assessments in a fun and engaging way for any age group of students. This online tool can be incorporated in the instructional design, evaluation and helps in revision of the topics taught.

Students are provided with a unique code to start the quiz in a live class or the quiz can be given as homework with a specific deadline. After the quiz gets over both the teacher and the student can review the performance of the student. A detailed report of the questions, answers given by the student and overall accuracy of answering the questions can be downloaded from the Reports section in Quizziz. I used this report also to mark the attendance of students to see how many are actively participating in the class. I could also see the time taken by students to answer each question. There were lesser chances for the student to cheat in the quiz as each question had a specific time limit to complete and also the questions were randomized for each student. Other advantage of Quizziz is that the tool is integrated with Google Classroom. Redemption question is a feature in this tool that repeats a question a student got wrong. This motivates the student to reflect and learn from their mistake they have made earlier. Research studies have shown that reflecting on the mistakes and retrieval contributes to learning and memory (Roediger and Karpicke, 2006).

Students enjoyed and felt competitive while attending the quizzes made on Quizziz platform. Students implied that joining each quiz was easy and

does not have the hazzle of sign up or log in. They also felt playfully focusing on the quiz was important even when attending online assessments. 'I wanted to come on the top of the game rank list, and for that I used to revise all the topics before attending the quiz' said one student when asked about the learning using Quizziz. There was a growing interest and motivation among the students attending the class online. Students also had the drive to be attentive in the classes and reduce other distractions. Such technology tools used in the process of teaching – learning will definitely support in the student's cognitive and emotional outlook.

References

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