The 1st Symposium Of Digital Transformation in Continuing Education

Gamification: A Tool for Lifelong Learning

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The aim of this presentation is to present the experience of the Open Education Center at Al-Quds Open University in using **gamification** in **education** through a mobile game called

"Rahool in the computer world"

What is gamification?

- The use of **game design** and mechanics to enhance non-game contexts by increasing participation, engagement, loyalty and competition.

Benefits of Gamification in eLearning

- More influence
- Increases learning retention
- More time spent
- It’s fun
- Provides instant feedback
- Builds engagement
- More student loyalty
- Boosts productivity

Target

Academics and teachers

Housewives and all who want to learn basic computer skills

University students

School students

Public and private sector employees

GAMIFICATION IMPLEMENTATION WORKFLOW

Case study: Rahool in computer world

The game consists of a map containing sections so that the user clicks on a section to run it. The task of the user to get money through competitions in the game to buy pieces of computer from the store and then assembled for computers.

Educational Material

01 Operating Systems

02 Computer System fundamentals

03 Internet

04 Numeral System

Challenges

A group of diverse questions in a computer with the possibility of using two methods of help:

- Ask Rahool.

Or

- Delete two wrong answers.

Ask Rahool

start chatting with him, you can run a sample of a conversation and identify the questions that you can ask for Rahool.

How to get points ??

By trying the challenges and trying to get more points.

Medals

golden medal.

Silver medal.

bronze medal.

Help Rahul choosing his computer parts

My devices

When you buy a computer parts from the store you can compile it for a computer.

Application link on Google Play

https://play.google.com/store/apps/details?id=qou.olc.rahool.pc

Thanks!