GAMIFICATION IN THE DESIGN OF HUMANITIES LESSONS

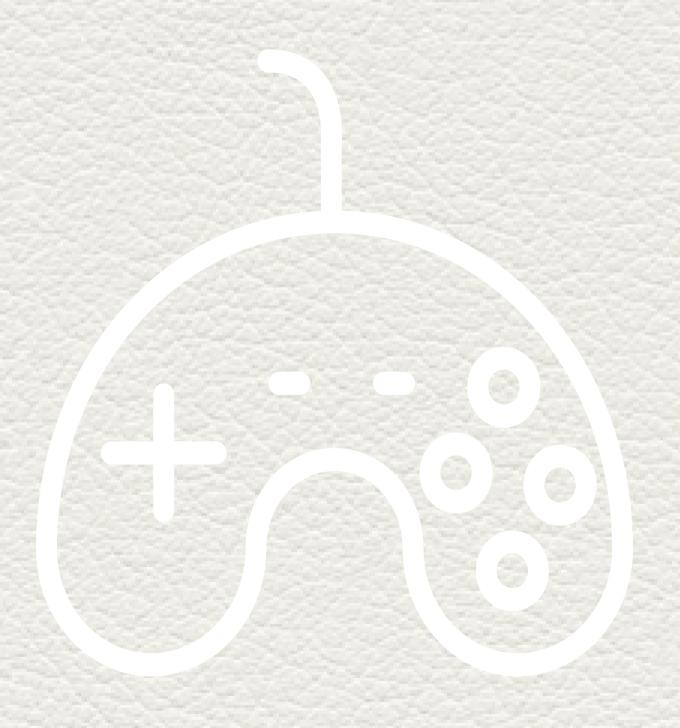## Hendri Adriadi Bin Rizal Ismunandar

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Using Online Games to Teach Concepts

Hendri used an online game, 'Cities of Pangaea', to better explicate the nuances of concepts in humanities such as 'cause and effect', 'change and continuity' and 'significance' beyond pen and paper activities. Teaching and learning materials were incorporated into this online game, to better align them with the overall curriculum outcomes.

This is a recurring programme that Temasek Junior College (TJC) uses yearly as part of the IP Fundamental Humanities curriculum. TJC is currently working together with Bedok South Secondary School to develop the new iteration of the game, now renamed 'SagaCity'. This version is more deliberately designed to align with mainstream Humanities syllabi, and will be completed by November 2018.

IMPACT

There was positive impact on students' learning and they enjoyed the lesson. This game was designed to address the limitations that students face in understanding complex interconnected concepts in the Humanities, and has proven to simulate this complexity more efficiently than traditional games. Students have indicated that they find it more engaging than traditional lessons. Teachers feel that the game is a flexible tool that can be adapted to different desired learning outcomes through different lesson plans and materials.