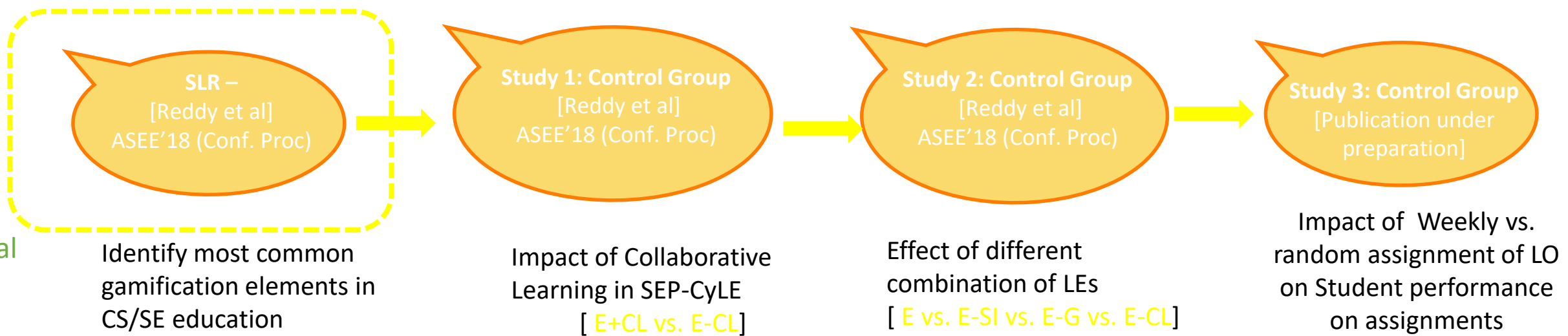
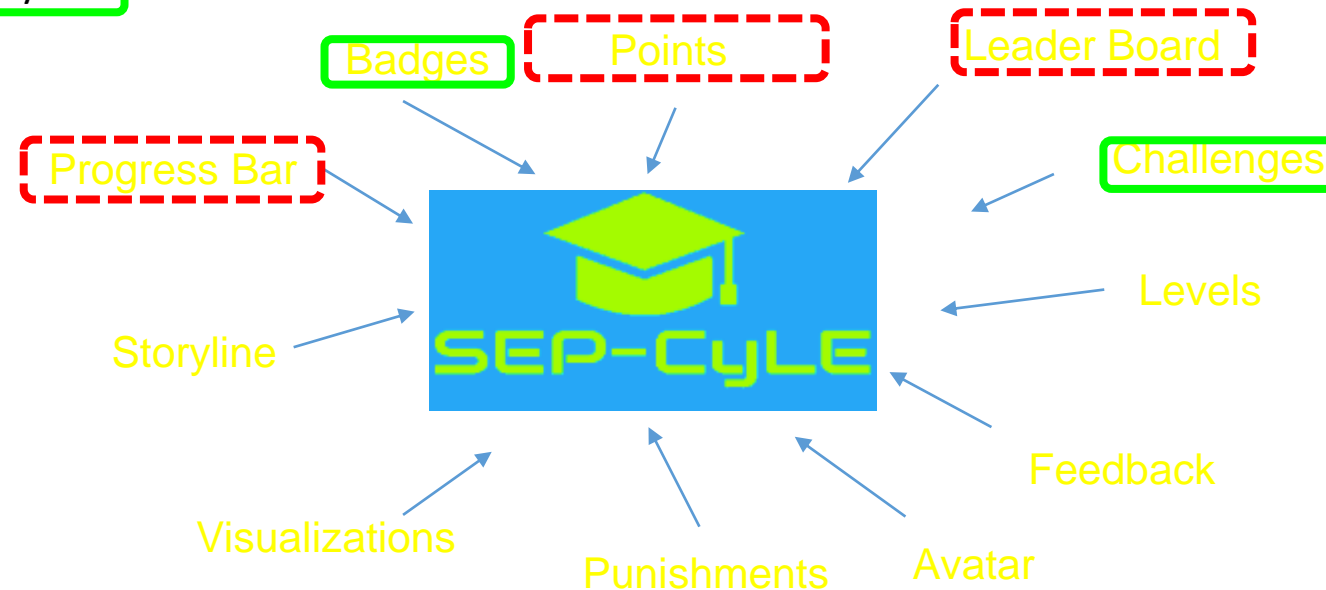


Goal



Results

- 11 GEs were supported by literature
- 3 GEs are included in SEP-CyLE
- Top GEs not included in SEP-CyLE



How Gamification is Used in SEP-CyLE?

- Gamification based mainly on
 - a reward system – virtual points assigned based on individual and team activities
 - status – leader board shows the top five students in the class
- Virtual points awarded based on
 - Individual
 - completing DLOs (includes problem-based learning)
 - viewing tutorials
 - posting to class forum (social engagement)
 - updating user profile (social engagement)

How Gamification is Used in SEP-CyLE? cont

- Virtual points awarded based on
 - Collaborative
 - completing DLOs as a team
 - posting content to help the class or community (social engagement)
- Progress bars
 - shows students their progress in reaching a goal
 - helps to motivate or give them a push if they are falling behind
 - encourage students to reach their goal if they are close to it