OOP HELPER: A GAMIFIED MOBILE APPLICATION FOR OBJECT-ORIENTED PROGRAMMING CONCEPTS

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# Abstract

# Teaching and learning Object Oriented Programming (OOP) requires appropriate and effective pedagogical approaches. One of the problem that occurs while learning OOP concepts is that only fewer student have interest or motivated in learning OOP concepts. This leads to most students to either dropping out or repeating OOP module. To this end, the university lack a mobile application to compliment and support and aid the existing eLearning platform to deliver OOP learning concepts in an effective way. Based on this background, this study aimed to gamify the OOP concepts through a Gamified mobile application in order to compliment the current OOP teaching practices and improve student performance. This study applied a qualitative research approach with a descriptive research design. A waterfall software development model has been adopted to guide the development of the mobile application. A survey with open and closed questions was administered and about 20 undergraduate students participated. A random sampling technique was used to select from the target population. Results showed that OOP Helper game provide helpful and motivating platform to learn OOP concepts. The study recommends educational institutions to offer gamified learning to their students for improved results.