

# Gamification in education system

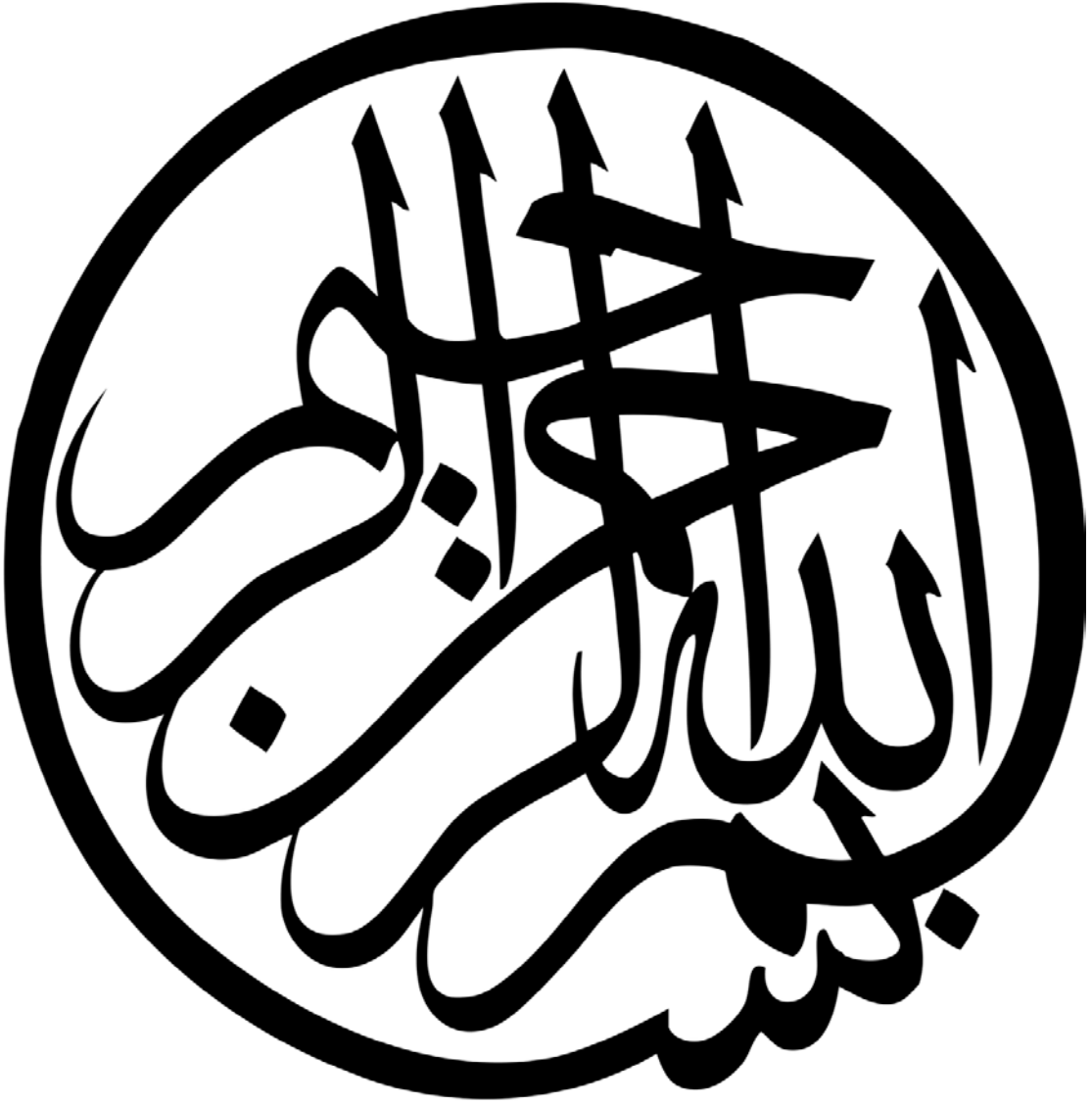


**Session (2015-2017)**

Submitted By	
<b>NAME</b>	<b>UMT ID</b>
Mudassir Naeem	<b>13026027007</b>
Tallal Ashraf	<b>14030027034</b>

Supervised By  
**Mr.Abdul Haseeb Shujja**

**School of Professional Advancement  
University of Management & Technology, Lahore**



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## **DEDICATION**

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*DEDICATED TO OUR RESPECTED PARENTS AND FAMILY WHOSE UTMOST LOVE, CARE AND STRUGGLE AGAINST ALL ODDS BROUGHT US TO THIS HEIGHT OF KNOWLEDGE AND ENCOURAGED US TO COMPLETE THIS DEGREE AND WERE MAJOR DRIVING FORCE BEHIND OUR ALL EFFORTS WITH THE BLESSINGS OF ALMIGHTY ALLAH*

- **Acknowledgement**

We are thankful to **ALMIGHTY ALLAH** who gave us courage and passion and prayers of our parents and teachers to achieve the goal that was necessary for the degree. Although it was not an easy task, with the useful direction, kind supervision and co-operation of **Mr. Abdul HaseebShujjait** became easy for us to complete the research work. We are really grateful to our Project Supervisor because of his profound interest and encouragement throughout the project work.

We would like to acknowledge **Dr. NaveedYazdani** Chairman, School of Professional Advancement, UMT Lahore, for encouraging and providing us all the facilities throughout the project.

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# **Gamification in Education System**

**Session (2015-2017)**

This project is submitted to the School of Professional Advancement, University of Management & Technology Lahore, for the partial fulfillment of the requirement for Master Degree in Computer Science.

Approved on:

Submitted By:

**Name: Talal Ashraf**

**ID 14030027034**

**Name: MudassirNaeem**

**ID 13026027007**

**Mr.AbdulHaseebShujja**

Lecturer  
UMT, Lahore  
Project Supervisor

**Mr. Imran Saleem**

Assistant Professor  
UMT, Lahore  
Program Head

**School of Professional Advancement  
University of Management & Technology, Lahore**

## **Abstract**

Why games? What can you learn from playing games? How can games change the world? Jane McGonigal addresses the idea of using games in education at the 2011 Microsoft Innovative Education Forum.

Many worry that the gamification of education movement can't and won't teach anything, but instead will just test prior knowledge. This narrow view is one possible outcome, but certainly not what Jane McGonigal seems to have in mind when speaking of the potential of games. John Hunter's World Peace Game is the pinnacle of gamification in education and it doesn't even include technology (yet).

Our final year project is based on gamification. It will be a gamified student course for data structures, a desktop application of Data Structures. Gamification is the application of game-design elements and principles in non-game context. In recent years gamification has proved to be very successful. Organizations are concentrating more in business objectives which have increased the need of gamification as it helpstomake workplace more engaging and productive to increase engagement in a non-gaming activity so our project is GAMIFICATION IN EDUCATION its all about to make ease and interesting study concepts for students . In our project weare trying to gamfying the concepts of Data Structure in which included Array, Stack, Link list and Avl balancing.

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## 1.0 INTRODUCTION

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Video games are the characteristics which include gripping storylines, instant feedback, rewards, and achievements, all of which makes them interesting and motivating for players. Gamification uses these data structure concepts and a lot more game-based elements to transform student learning. In gamified learning, course acts as a game and students tend to be the players. It helps in motivating and engaging student learning and classroom participation.