

GAMIFICATION AND EFFECTS ON STUDENTS' SCIENCE LESSON ACHIEVEMENT

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ABSTRACT

This study aims to reveal students' achievement based on gamification use. The study is a study of quantitative type and single-group pretest-posttest experimental design has been used. The study has been conducted in the spring semester of 2014/2015 academic year, candidates who are studying in 6. Grade of students. In the experimental group of this study while dramatized science teaching software is applied to control group, a lesson is carried out based on the curriculum and the program prepared by MEB, research is carried on for 8 weeks in total. In the research, as data collection devices "Multiple Choice Science Test" carried out in both groups and "Educational software" were applied to the experimental group and "Plain text" were applied to control group. After 8 weeks, Multiple Choice Science Test" carried out in both groups again. As a result of this research, gamification in a science lesson, it is found that there is a meaningful improvement in students' problem solving skills.

Keywords: Gamification, Game-based learning, Computer-based learning.