



THE EFFECTS OF GAMING METHOD ON STUDENTS' PROGRAMMING ACHIEVEMENT

Dr. Raziye Demiralay
Alanya Alaaddin Keykubat University, Antalya- Turkey
raziydemiralay@gmail.com

Abstract

In this study, the effects of using a game program developed for instruction of algorithms in programming lesson on students' programming achievement was investigated. The randomized pretest-posttest control group design was used. The study was carried out for 10 weeks in the Alanya Aladdin Keykubat University-Akseki Vocational School in the Computer Programming department students who are studying in the 2015-2016 academic year. The randomized sampling method has been applied in the determination of experimental and control groups. In these groups, the same lecturer organized lessons. The data were collected by pre-test and post-test. For analyzing data were used SPSS 20.0 for descriptive statistics and t-test analysis with 5% significance level. It was determined that the achievement of the group that was supported by learning with game differed significantly from the control group.

Keywords: Programming education, gaming method, vocational school.