



ASK-RESPONSE-PLAY-LEARN: STUDENTS' VIEWS ON GAMIFICATION BASED INTERACTIVE RESPONSE SYSTEMS

Inst. Dr. Ebru Solmaz
Gazi University
Department of Informatics
Ankara- Turkey
ebrusolmaz@gazi.edu.tr

Res. Assist. Dr. Ekmel Çetin
Kastamonu University
Department of Computer Education and Instructional Technologies
Ankara- Turkey
ekmel@kastamonu.edu.tr

Abstract

Interactive Response System (IRS) is a technology which is used to transmit students' responses to teacher via computers, mobile devices or QR code cards. IRS can be used to make courses more interesting with gamification principles. Gamification is defined as using game components in instructional activities. The aim of this study is to present student views about the process of ICT course that was implemented through gamification based question-answer method with different IRSs. Participants of the study are 1st year undergraduate students from the departments of Finance and International Trade. Different IRSs were used such as Kahoot, Socrative and Plickers. Students' views on variables such as instructional process, IRSs, participation and motivation were collected at the end of each lesson. Findings showed that students indicated positive approach to use IRS in lessons. Furthermore, students' views on gamification, positive and negative aspects of IRSs and their differences were included.

Keywords: Interactive response system, IRS, gamification, question-answer method.