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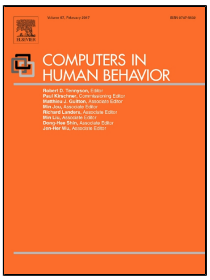

Gamifying an ICT Course: Influences on Engagement and Academic Performance

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PII:	S0747-5632(16)30838-X
DOI:	10.1016/j.chb.2016.12.018
Reference:	CHB 4628
To appear in:	*Computers in Human Behavior*
Received Date:	21 June 2016
Revised Date:	26 November 2016
Accepted Date:	06 December 2016

Please cite this article as: Ünal Çakiroğlu, Betül Başibüyük, Mustafa Güler, Melek Atabay, Bahar Yilmaz Memiş, Gamifying an ICT Course: Influences on Engagement and Academic Performance, *Computers in Human Behavior* (2016), doi: 10.1016/j.chb.2016.12.018

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Highlights

- Combination of five gamification elements were used together to stimulate students.
- Qualitative and quantitative reflections from a gamified course were examined.
- Leaderboard and points worked on university students well but real gifts did not.
- Gamification played significant role on engagement-academic performance relation.
- Suggestions were made for the use of each gamification elements in real ICT class.

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