

The Effect of Gamification on Distance Education, Learning Management Systems, Instructor and Students

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Abstract

People encounter the game at every stage of their life since their first time of born. People also experience together different emotional changes such as motivation, competition, alignment, victory or lost during the game. These experienced conditions lead people to focus the subject related to the game and to appropriate it in some sense. Even though the game concept is as old as history of human being, gamification concept including features of game become popular concept especially in education field in recent years. The subject scope that gamification has affect significantly in education discipline is web based distance learning when the literature is reviewed. Projection of concept of gamification on education process has affect directly learning management systems as part of system, instructors and students as users of this system and even content developers. Changes and results of these changes occurring/occurred by this effect on these concepts mentioned before is valued to search. Therefore, aim of our study is to reveal the effects on distance learning, learning management systems and instructors and students and necessary developments and changes suggestions related these effects within viewing concept of gamification.

Keywords: gamification, distance education, learning management systems (LMS), e-content