An Arabic model of gamification: Master Java Treasure Hunt Game to Teach programming concepts

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Abstract

Many new methods of education are used nowadays one of these modern methods is Gamification which is use of game elements in non game environment to encourage students to study in their spare time. Learning computer programming is a difficult task and students must practice more and more. In this paper we develop a web site game Master Java to motivate students to practice java exercise and learn how to program in Java. Various gamification elements are used in Master Java to encourage students to play and practice the game such as leveling, points, leader board, and awards. The game was applied with Distance education first level students in Sudan University of Science and Technology for Java course to study programming concepts. All students who played the game said it is attractive, motivated them and wish to use it in all subjects.