Maximizing performance and minimizing dropout rate with the help of flow: a gamified mathematics course



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The course



- Number theory 1.
- 2020/21 fall semester
- 72 sudents
- 60 min. lectures
- 90 min. tutorials
- Teams, Canvas



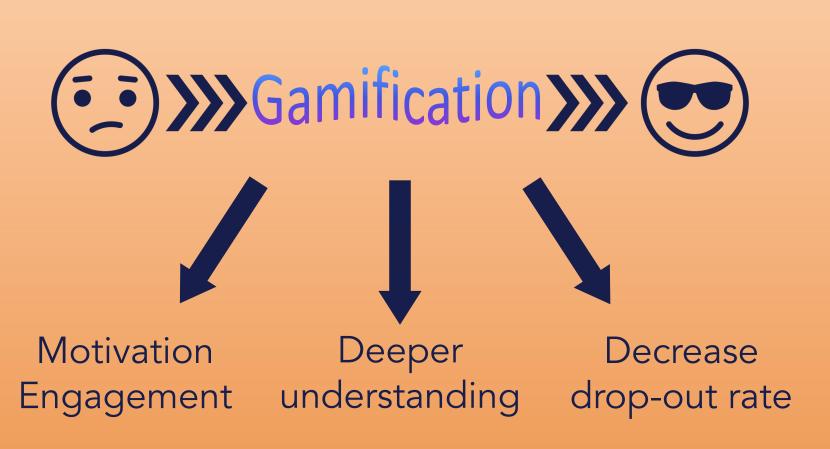






Our goals





Definition



the use of elements of games in non-related game contexts (2011)



enhancing a service with gameful experiences to support value creation (2017)









Learning psychology



Test enhanced learning



Distributed learning





Cumulative testing











Weekly list of exercises



For explorers



- Interesting problems
- Easter eggs

For socializers



- Explain to someone
- Forums

For achievers (



- Best solutions
- Challenges

For killers 🚿



- Leaderboards
- Beat your instructor!



Results



