

Using Gamification and Mobile Application for Scientific and Numeric Miracles in the Holy Quran

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Abstract

The Quran is the Holy Book that is a revelation from God to guide humanity. The Quran has many chapters and verses concerning science. This study aimed to show through a mobile application the miracle of the Quran to Muslims and non-Muslims by providing scientific facts and numerical analysis calculations. The motivation and engagement difficulties of students are present in higher education. Among many technologies to increase student motivation and participation, the gamification technique is the most suitable. Our experiment of using gamification in the learning process and based on the use of Agile methodology to obtain the best results and engagements from the students to build our mobile application using dual language (Arabic and English) to be more generic and beneficial. Applying Gamification in software engineering is not as straightforward as it may appear. Current research in the area has already recognized the possible use of Gamification in software development and mobile applications.

Keywords

Gamification, Agile methodology, Mobile application, Holy Quran.

