

The Gamification Strategy in Math Classrooms

Prof. Khalid Mohammed Alkhuzaim

Professor, Department of Curriculum and Instruction, Faculty of Education, Imam Mohammad Ibn Saud Islamic University (IMSIU), Riyadh, Saudi Arabia

Abstract:

The gamification strategy is defined as the thoughtful application of game elements and design methods in contexts unrelated to games, aiming to derive the elements of fun and suspense found in games and apply them in a meaningful way to teaching and learning. Its importance in teaching Math lies in the holistic development of students' personalities. It helps students overcome shyness by providing stimulation and positive feedback, promotes math learning, and creates meaningful experiences that shift learners from a game-oriented mindset to a mindset of technical constructivism. Furthermore, the gamification strategy in teaching Math enhances critical thinking skills, fosters the ability to connect with prior experiences, and develops students' social aspects by promoting cooperation and peer assistance. It views failure as an opportunity for learning and knowledge growth, encouraging learners to try alternative approaches. Given these benefits, the researcher recommends utilizing the gamification strategy in teaching Math at the schools in the Kingdom of Saudi Arabia. This can be achieved by conducting training courses for Math teachers and integrating gamification techniques into teacher preparation programs. By doing so, teachers can effectively leverage the gamification strategy to enhance their students' Math learning experience.

Keywords:

Gamification strategy – Math Classrooms - Schools - Saudi Arabia.