

## Gamification Able to Improve Teaching and Learning Quality

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**FRIDAY, 14 OCTOBER** – The gamification approach in implementing creativity and innovation in teaching would make teaching and learning (P&P) more interesting and interactive, thus improving the quality of teaching method.

Vic-Chancellor of Universiti Malaysia Sabah (UMS), Prof. Datuk Dr. Mohd Harun Abdullah said, the approach in P&P should be in line with the current technological trends, thus gamification in education would energise P&P activities between teachers and students.

“Gamification in education is play-based learning with creative and innovative approach in P&P among teachers, lecturers and academicians.

“The gamification approach using games is to stimulate and motivate practitioners to integrate teaching in the form of games and education,” he said in his speech at the opening of the Gamification for Higher Education Workshop, delivered by the Deputy Dean of Faculty of Humanities, Arts and Heritage (FKSW), Assoc. Prof. Dr. Susan Sim Chee Cheang at the Auditorium of Department of Information and Communications Technology, recently.

He hoped that the workshop organised by FKSW could be a platform to develop game-based portal or

application that would give renewed enthusiasm on P&P for each course in UMS.

“We can develop and offer undergraduate courses, designing digital media and creating teaching facility online for ease in disseminating knowledge creatively and in an innovative manner,” he said.

The two-day workshop led by the Director of the Global Open Access Learning Centre, Immersive Technology and Quality Assurance, Universiti Sains Islam Malaysia (USIM), Prof. Dr. Rozhan M. Idrus; and the Director of the Educational Research Laboratory, Universiti Pendidikan Sultan Idris (UPSI), Assoc. Prof. Dr. Tan Wee Hoe.

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