

GAMIFICATION OF EDUCATION- A NEW METHODOLOGY OF TEACHING LEARNING MATHEMATICS IN CLASSROOM SETTINGS

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ABSTRACT

A teaching method comprises the principles and techniques used by teachers to enable student learning. These strategies are determined partly on subject matter to be taught and partly by the nature of learners. The teaching-learning aids used in classrooms provide the students a better understanding to acquire the concept of any subject. In the modern age, the computer is a powerful tool to achieve any subject's objectives. Mathematics is an abstract subject, and it is the backbone of science discipline. The study of mathematics is essential in an individual's education because it serves as the science and engineering fields' foundation. Thus, knowledge in mathematics plays a productive role in national development. Students' interest in mathematics suffers due to a lack of instructional materials and proper methodology. Based on these findings, the researcher adopted a gamification framework as an intervention that can facilitate teaching and learning of Mathematics for secondary students. The introduction of Gamification and blended learning into the classroom encouraged active, participatory, and collaborative learning by engaging pupils. This intervention helps in changing classroom dynamics and fosters new teaching and learning approaches. This gamification model's introduction also boosts pupil-teacher interaction and turned the pupils into motivated, active learners. Gamification as an intervention to augment the traditional teaching methods used in the teaching of mathematics in secondary schools to increase pupil engagement, motivation, and interaction in the classroom lessons and make the teaching and learning of mathematics enjoyable in schools. Gamification has become a popular approach to encourage and influence specific behaviours in today's digital generation to increase motivation and engagement. Although commonly found in marketing strategies, it is now implemented in many educational programs. It helps educators find the balance between achieving their objectives and catering to evolving student needs (Huang & Soman, 2013). Gamification helps to motivate students towards studying; because of the positive feedback, they are encouraged, show interest, and are stimulated to learn. By using Gamification in the Education, the study wishes to trigger a more efficient and engaging learning behaviour among pupils in secondary mathematics.

Keywords: Gamification, New Methodology, Mathematics-games.