

GAMIFICATION IN ONLINE LEARNING ENVIRONMENT: THE USE OF BADGE

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Abstract

Gamification is applications that allow the user to involve in the process in order to improve his/her motivation. Badges have an important effect on Gamification which is used in many areas such as sports, education, shopping and finance. Because, from the point of game designers, badges are an effective and encouraging way of promoting of products and it's services. The completion of targets in the system and continuing of the progress in the game or application are provided by the badges. People can use badges to be successful in application and obtain certification. The study will inform about badges that are one of the gamification components. In addition, examples about use of badges in games and applications will be analyzed. The aim of the study is to offer advice about how should be the badge design in online learning environments and how to use the badge effectively.

Key Words: Badges, gamification, game-based learning.