"The Role of the Gamification in Developing the Skills of Fashion Design Students"

Shaimaa M. Ahmed

Lecture at Department of Apparel Design & Technology, Faculty of Applied Arts, Helwan University, Cairo, Egypt

Abstract:

The great development in modern technologies has led to the use of more effective methods in the educational process, since the use of these techniques helps to increase interaction and participation among students. Programmed learning relies on controlling human behavior through dialogue, attractive, and interactive methods through progressive progress in education to reach the goals effectively and proficiency. The problem of this research appears in the length of the time, which students take in the design process because of the sense of uncertainty and boredom of the lack of motivation for many students. By contrast, students can spend more time on electronic games without being bored. Hence the idea of the current research. This research aims to take advantage of modern methods in improving the performance of students and develop their skills by encouraging and motivating them and increase interaction, participation and competition to achieve designs through the use of game incentives during the lecture to create the spirit of the game to carry out the required tasks, where the elements of the games are integrated into the educational process to increase motivation among students and achieve the desired goals through increased competition among students. This research follows the descriptive and analytical methodology, by developing a proposed concept for the gamification of the module of fashion design. It is a program with a set of levels to help develop students' skills through increased participation and competition among students, where the required tasks to accomplish the design were identified. The application was done in the traditional way and the proposed method and then was evaluated by using the survey tool (questionnaire, interviews) to find out the views of students and teachers, who teaching the module of fashion design to evaluate the proposed concept. The Questionnaire included some questions, such as: - Do you feel excited to accomplish the required tasks?- Does motivation help you to develop your design skill?- Do you like individual work to show your design features? - Are you trying to be the first one to finish the desired design? - Is there a suitable method for stimulation during the lecture? - Does the spirit of competition help you to accomplish required tasks from you? - Do you seek to complete the tasks to get motivation? After the statistical analysis, the results showed that the proposed program increases the motivation of students to accomplish the required tasks to reach the final design without being bored, which leads to increase the students' ideas and continuous participation with the feeling of enjoyment.

Doi: