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A Survey on E-learning by Using Gamification and Job Assist

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ABSTRACT: Recent rapid development into technology have found that there is social and psychological impact on the human potential ability in bringing out the great outcomes in the field of e-learning here system introducing gamification into e-learning. The main objective of it is to motivate users and encourage them in the way of developing their Knowledge of programming languages and technical skills. This system proposes the categorization of gamification element, Learner's types and their Preferred Job profile. Gamification applied in order to enhance the users' engagement so the system teaching them the techniques that uses gaming elements to deliver programming education and provide the higher profile Job.

KEYWORDS: E-learning; Gamification elements; Job assist.

I. INTRODUCTION

E-learning is nothing but the process of learning by ourselves by using net, there are many ways of doing so. As all of we know, some of us get frustrated while learning process so here in this system introducing gamification into e-learning because when we play games we voluntarily engage in activities defined in a Fantasy World. Gamification avoids the boundary between voluntary and involuntary contribution as it also proved that Gamification causes the positive impact on human psychological behavior. Gamification has become a Buzzword now a day in many of the fields. It converts non-gaming contexts into gaming contexts [2]. Commonly used gamification elements include points, badges, leaderboard, challenges, achievements, levels etc... [3]

Here system display users progress on the leaderboard and also providing Job to the them. Searching job sometimes become a hectic task so the system adding job association concept in it due to this user can search job by considering their better future. The main aim of this system is to avoid frustration from them and to encourage, motivate and engage them in the process of learning, and available jobs opportunities for them.

II. LITERATURE REVIEW

According to research in this area contents of e-learning are in gamification which is beneficial for learning goals along with gamification elements. Gamification providing extrinsic motivation through awards and used to make learning more engaging [1]. Improve participation learning with gamification and discussion of gamified courses and how gamification can be used to improve user's engagement [2]. Gamification in e-learning introduced gamified elements into e-learning for that gamified design elements in e-learning system are effective [3]. Using gamification in technical higher education for drawing from various game studies, theory of fun for entertainment, and education methodology to get actual idea about the study and also have designed a toolbox for courses to make it more interesting and user interactive [4]. The research has introduced DoosMooc which is created for the service of an online learning environment with characterized by the creation of new ideas or things in social interactions. DoosMooc is a member of classic generation teacher-centred learning management system such as Moodle [5]. Moodle is the Modular Object Oriented Dynamic Learning Environment.

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Here, they had given a gamification in e-learning as in this system also but the unique concept added in this is to Job assist which makes the system relevant for the user who is supposed to gain knowledge of technical skills, programming languages and one can search and apply for the Job also which were added by the employer of company.

III. INTRODUCING GAMIFICATION INTO E-LEARNING

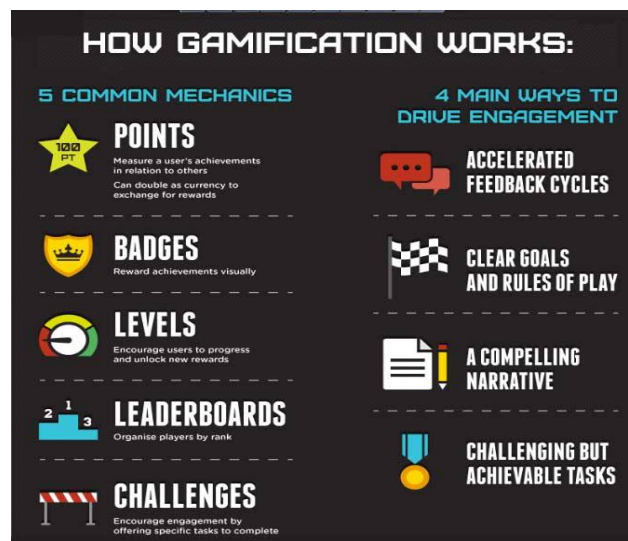


Fig 1. Gamification elements

Today gamification is very much common in day to day life but there is a Core game concept for specifying it in any of the field that mainly includes a three activities:

- 1) Goal focused activity
- 2) Reward mechanism
- 3) Progress tracking.

To understand the gamification in detail it is necessary to understand the above three activities which are described in detail below.

1) Goal focused activities

In gamification goal based activities were performed which clearly gives the 'win condition', 'lost condition' and any of the obstacles came under it, in this definition we can clearly see the significance between the learning and game, with the users which takes part in it for getting the desired outcome by playing the games and in the field of learning complex data also. The main motive behind it is to Increase the performance graph of user [1].

The system introducing gaming for the learning purpose mainly by providing different domains to them of programming languages and aptitude practice and also by setting the goal based activities in the gaming task. User have to login firstly for learning with playing, there are set of domains including their levels, sublevels and rapid fire round for the same, some condition are given for winning, overcoming their obstacles and for increasing our game profile which will later displayed on the leaderboard.

2) Reward Mechanism

There are many types of techniques involved in rewarding the participant, the main motive behind it to avoid the frustration, motivate, engage and encourage them in the learning process [1].

- *Leaderboard*

It plays very crucial role in reward mechanism by showing their game profile which includes some gamification elements like badges, challenges, achievement, etc. when user play the games and learn from it then basically their record is displayed on the leaderboard [2]. That mainly includes the badges won by the user, their academic aggregate, aptitude test result includes their skills as like quick learner, hard worker etc. and the quiz record, on the basis of that student's game profile(graph) will be increased, that score will be helpful them in next activities involved for the betterment of their future.

3) Progress tracking

Progress tracking is very crucial in gaming because it would otherwise be impossible to identify the remaining tasks required to fulfil the victory conditions. Some of this tracking can be inferred from the reward mechanisms, but this is a very crude measure and many games have ways to quickly identify tasks have and have not been completed, and general play statistics. This method of progress tracking is somewhat analogous to the provision of feedback within education. Good feedback should outline what the learner has

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done and give guidance on how to improve or advance in the future, and progress tracking within games performs a similar duty by identifying the steps to take in order to make it to the next milestone [4].

IV. ASSOCIATION OF JOB WITH E-LEARNING

This the unique and extra concept which we were adding in this system, now days many of us are having lack of technical skills which causes the bad impact on our Job and also some of us also doesn't know the good platform for searching the Jobs. This system provides the same platform for the learning technical skills and assisting jobs.

System is giving special access to the employer of the company which will add the company details including the company name, address, official email id, available job profile, current openings and current positions of the job, the employer can see the leaderboard to check the progress of the user, on the basis of that the eligible candidates will get an email from the employer mentioning that you are eligible for this post then user can apply for the same. For Job assist method, user first have to upload their resume on it which includes the basic info of the user that is name, email-id, mobile no, date of birth, technical skills, interested area and academic record. Uploading resume is not a mandatory process that means user can upload the resume by their choice to apply for the job and if they don't want to upload their resume then they can only learn and play the games.

V. SYSTEM ARCHITECTURE

The description of introducing gamification into e-learning and association of job with e-learning shown in Fig. 2

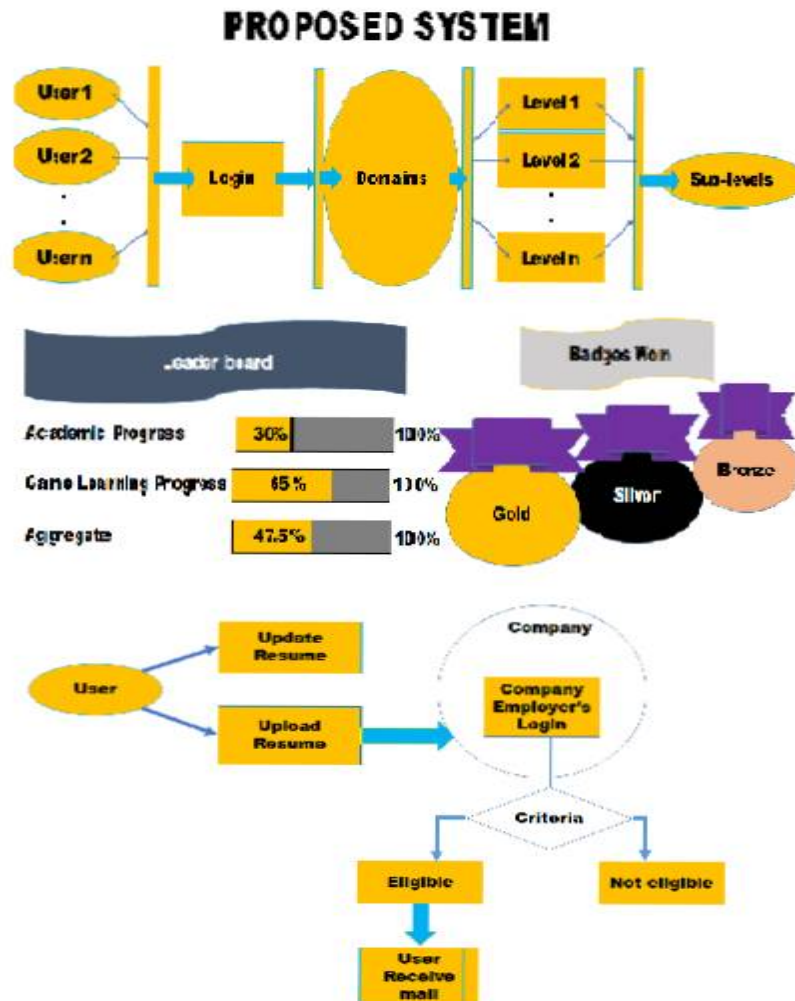


Fig 2. Proposed System



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VI. CONCLUSION AND FUTURE WORK

In this system we specified the use of Gamification in E-learning, Job assist portal and discussed how gamification can be used to motivate the user and their engagement in learning complex data also. Gamification cause the positive effect on human psychology so students enrolled in the gamified version of e-learning to achieve greater learning success. Students will be engaged in learning activity through gamification and it is one more source for providing jobs.

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