

DEMO	COMPETITION
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OneUp Learning

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- Keywords:** Gamification of education, course gamification, student engagement
- Application field:** Education
- Learning goals:** N/A
- Target group:** Academic courses and other structured learning activities
- Platform:** The platform is web-based; no special equipment
- Game Description:** OneUp Learning is an educational gamification platform aimed at facilitating the gamification of academic courses/learning activities and fostering experimental research on gamifying learning. It enables instructors to define course activities and create exercise problems for practicing and self-assessment, as well as exams or quizzes for testing particular skills. The platform enables gamifying these practice activities. It is highly configurable and supports tailoring gamification features to meet the vision of the instructor. The gamification related configuration includes the choice of the game elements to be used along with specification of gaming rules for them. The system currently supports the following game elements: points (challenge points, skill points, and activity points), progress bar, virtual currency, badges, leader board, skill board, learning dashboard, and avatars. The gaming rules define the conditions upon which certain game elements are awarded.

Screenshots:

