

Impact of Gamification on Undergraduates' motivation and Learning Achievements: Special Reference to University of Kelaniya

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This study aims to examine the influence of gamification on the motivation and learning achievements of undergraduate students at the University of Kelaniya. Its contributions extend to educators, institutions, policymakers, and students themselves, offering insights that can shape pedagogical practices, improve learning outcomes, and inform decision-making. Utilizing a quantitative approach and a cross-sectional field study, the researcher employed a sample of 359 respondents. A developed questionnaire was distributed using a simple random sampling technique. Data analysis incorporated demographic analysis, correlation, regression, and mediation analysis. The findings revealed a significant positive correlation between gamification implementation and heightened motivation among students. Concurrently, an increase in learning achievements was observed, indicating a substantial impact on academic performance. The study concludes that gamification holds significant potential in fostering motivation and enhancing academic performance among undergraduate students. The results underscore the importance of motivation as a mediator in the relationship between gamification and learning achievements. The study recommends developing a comprehensive framework for integrating gamification across various academic disciplines within the university and workshops, seminars, or professional development programs can equip educators with the necessary skills to implement gamification effectively in their teaching methodologies. These findings offer valuable insights for educators, suggesting the consideration of gamification as a strategy to address challenges related to engagement, motivation, and collaboration in learning environments. Emphasizing longitudinal studies, demographic analyses, comparative approaches, qualitative investigations, and meta-analyses are expected to further enrich the understanding of gamification's multifaceted impact on higher education.

Keywords: *Gamification, Undergraduate Education, Motivation, Academic Performance*

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