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**Adaptive Gamification to Increase Engagement In
E-Learning**

By

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Kumuditha Perera

Supervised by

Mr. Pumudu Fernando

Abstract

Engagement and motivation reduction is one of the main concerns of education method. Gamification is used to tackle this problem, However gamification couldn't resolve the engagement and motivation reduction implementing adaptive gamification to tackle the problem. one of the adaptive methods is the use of personalities of the users. Author's prototype accommodate the Myers-Briggs types for the adaptation process.

The proposed method employs adaptive gamification, and the prototype's game components are based on the Myers-Briggs personality type predictor. The web application is made following proper UI UX principals to further improve the engagement. A questionnaire was sent to the target group to test the prototype and to see if the game elements that were used according to the user type had a positive effect.

The functional and non-functional criteria were put to the test, with positive results. The assessment process included domain experts, software engineers, and common end-users. The assessment results helped in determining the project's strengths and limitations, as well as necessary potential changes. This study demonstrates that user engagement can be improved.

Keywords: Adaptive Gamification, User engagement, Myers-Briggs Types, Gamification