

## Gamified learning to help motivate students to revise



Live online interview with second place winner of FrogPlay Championship, SK Sungai Binjai, Selangor. Pic by NSTP/YAZIT BAZALI



Executive director of FrogAsia Lou Yeeh announcing the winners of the FrogPlay Championship today. Pic by NSTP/YAZIT BAZALI

By **Hanna Sheikh Mokhtar** - October 4, 2017 @ 7:02pm

**KUALA LUMPUR:** FrogAsia today announced the top three winning schools of the FrogPlay Championship that saw students from more than 1,900 schools taking part in a gamified learning experience for three months.

The competition encourages schools to leverage the use of FrogPlay, a revision application on the Frog VLE (Virtual Learning Environment) under the 1BestariNet project initiated by the Education Ministry.

Students participate by answering quiz questions for various subjects based on the syllabus under the national school curriculum, and get to play interactive games when they complete certain tasks. The idea here is to motivate students to continue revising.

First place went to Sekolah Jenis Kebangsaan (Cina) Choong Cheng, Kedah. Second place was won Sekolah Kebangsaan Sungai Binjai, Selangor and third place went to Sekolah Menengah Kebangsaan Skudai, Johor.

In a live web interview with the winning schools of the competition, Chew Soo Lee, a teacher from SJK (C) Choon Cheng said: "Winning the first prize means a lot to us. We had a great time participating in the FrogPlay Championship."

She explained that with FrogPlay, her students have shown a higher interest in learning and are more engaged in the classroom through the interactive quizzes available.

The quizzes are created by Penerbitan Pelangi Sdn Bhd, who have been producing revision books and materials for the past 30 years, and are based on the Malaysian education syllabus.

"The exciting mini games in between the quizzes keep the students motivated to learn while playing at the same time. In addition, they are very excited about racking up points that will enable them to customise their own Avatar and to unlock more games," added Chew.

Headmistress of SJK (C) Choong Cheng, Ooi Saw Tin said: "Gamified learning with FrogPlay is one way for us to embrace 21st century teaching and learning more comprehensively in our school and it is certainly a direction we want to maintain."

The FrogPlay Championship is open to all students in public schools in Malaysia from June to September this year and aims to motivate students to learn and progress through gamified learning, a concept widely used in 21st century teaching and learning that uses game elements to encourage the acquisition of skills such as critical and creative thinking, collaboration and communication.

In the FrogPlay Championship, schools were first shortlisted for the most amount of time spent using the application, which enabled them to vie for a place among the top 20 finalists. The top 20 schools were then evaluated by a panel of judges on how they implemented the use of FrogPlay school-wide in order to achieve 21st century teaching and learning outcomes.

All three winning schools received a three-day Technology-Enrichment course by Chumbaka for 30 students from each school worth RM6,000 each, a Trophy and exclusive FrogPlay Avatar codes.