



CENTRE FOR ACADEMIC DEVELOPMENT
PUSAT PEMBANGUNAN AKADEMIK

Sharing Session of Teaching and Learning Innovation from GIPP Research
Sesi Perkongsian Inovasi Pengajaran dan Pembelajaran (PdP) Daripada Penyelidikan
Geran Insentif Penyelidikan Untuk Pengajaran dan Pembelajaran (GIPP)

ETHOSHUNT™ - A GAMIFICATION-BASED MOBILE APPLICATION
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ABOUT ETHOSHUNT™

1 It serves as a tool for teaching and learning of ethics education

2 It functions as a motivation driver to provide technology-mediated learning

3 It triggers exploration in finding information relevant to the ethics course being taught

5 It incorporates multiple game elements such as game dynamics, game mechanics, points and hints

4 It is designed and developed through the understanding of game elements from traditional treasure hunt concept



OPERATION OF ETHOSHUNT™

Communicating hints: The course instructor will send hints to the students

A dedicated Android application receives the hints automatically via message and an alert is displayed.

The type of hints are hidden information in virtual and real world

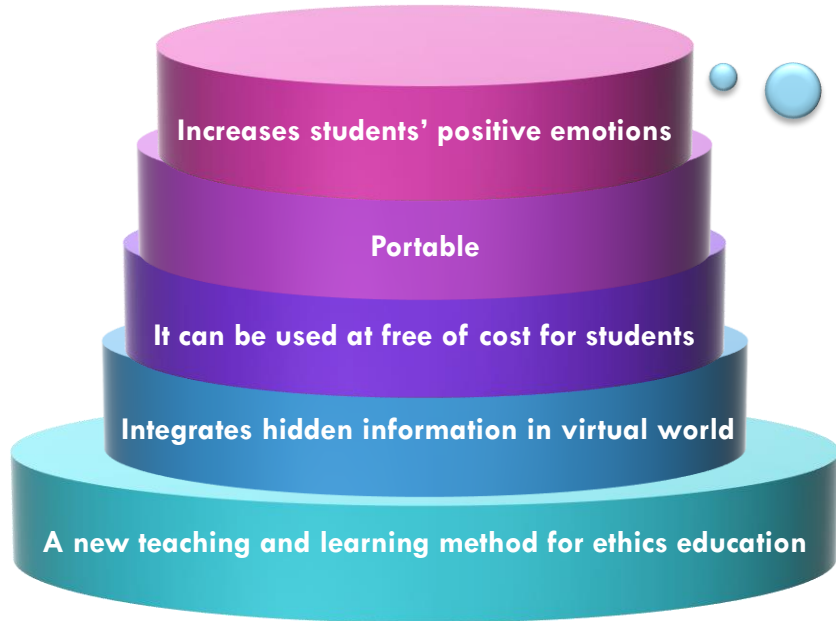


The students will submit answers to the instructor

Earning Ethos points: The students will be given points for correct answers and they will progress through four levels of ethics acquisition:

INFANCY		
CHILDHOOD		
TEENAGER		
MATURED		

ADVANTAGES OF ETHOSHUNT™



The researchers found positive relationship between positive emotions and gamification-based mobile application usability

RECOGNITIONS AND PUBLICATIONS OF ETHOSHUNT™

