A Study of gamification on GeoGebra for remedial pupils in primary mathematics

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Abstract
Remedial pupils are often more engaged in their learning when the content delivered uses gamen-based-activities. This study integrated gamification using technology in learning mathematics which is one of the 21st century learning approaches. In this paper we report the results of a study on lessons using 2 learning games based on GeoGebra with reference to remedial pupils’ motivation in learning primary mathematics. The respondents consisted of 4 remedial pupils from a primary school in Selangor, Malaysia. Data were obtained through observation on lessons and questionnaire on students’ perception on gamification on GeoGebra. Observation by using video recording indicated that the sample showed high motivation in learning mathematics. Questionnaire result also showed students’ positive interest in using gamification on GeoGebra. In conclusion, this study found that using gamification on GeoGebra is highly effective in helping remedial pupils to learn primary mathematics besides increasing their motivation in learning. This study strongly recommends the implementation of gamification on GeoGebra to facilitate mathematics learning at the primary level especially in geometry.

Introduction
According to Clough [2] (cited in Kursus Asas Program Pemulihan Khas (Special Remedial Program)) [8] remedial students refers to those who are weak in reasoning, have less ability in making decision or conclusion and lack understanding of abstract items. Remedial learners also known as slow learners have below average skills and slower learning progress than the norm for their age. However, mentally retarded children are not included in the remedial category. This kind of students needs more interesting lesson or “hands on” activity in learning mathematics, for example games to increase their motivation and achievement. Nowadays, the world is adopting information and communications technology (ICT) especially in daily life. Therefore, a study of gamification by using Dynamic Geometry Software (DGS) for remedial pupils in primary mathematics is presented in this paper. We examine the pupils’ motivation on using gamification with GeoGebra through mathematics lesson.

Literature review
Sharifah [14] said that remedial pupils refer to those children who fail to understand the lesson and they might have high, medium or lower intelligence capability. However, mentally retarded pupils are not included in the category of remedial pupils. Remedial focus is on pupils who are unable to
master the basic skills of reading, writing and counting at the proper level. According to Tella [15], students who have higher motivation are able to perform better academically than the lower motivated students. Besides, Johnson [7] stated that students' motivation is highly correlated with their academic achievement.

In recent years, several studies have focused on digital game-based learning (DGBL). For example, Dickey [3] reported that DGBL approach has positive effect on pupils' learning motivation. Prensky [10] was focused on DGBL. In his opinion, digital games which are normally regarded as a form of entertainment, are an effective tool for engaging students in learning activities. Meanwhile, Moreno [13] stated that computer games are also effective in improving mathematics learning and students' motivation. Kuo [9] also affirmed that digital games could provide a suitable and interesting learning environment able to attract interest in learning mathematics. Chun [1] reported that digital games are able to attract attention and foster higher motivation within the learning group.

Dogan [4] found that technology tools used in teaching and learning are highly effective on students' achievement to gain better understanding and enhance motivation for learning mathematics. Technology is important in mathematics teaching and learning where it can extremely influence the mathematics taught and increase student learning, according to the NCTM [12]. Besides, McGuffey [11] said that DGS such as GeoGebra allows pupils to manipulate and produce graphics easily as needed by using the simple tools provided. The game board may become messy if played on a blackboard or paper and pencil, whereas GeoGebra allows pupils or teachers to reflect or recheck the mistake they had made. It will also place the pupils in a student-centered learning environment because all of the answers have been set. Furner and Daigle [5] agreed that children should know whether the software used in learning mathematics is effective to them or not besides being observed by teachers when using DGS.

In this paper, we attempt to find out the effect of remedial pupils' motivation in learning mathematics by using gamification on DGS. The researcher strongly sees the need for a study that will be analyzing mathematics understanding using gamification on GeoGebra. Without high motivation and confidence, success in learning will not be achieved.

The study
The study reported in this paper examined the lessons of four remedial pupils participating in the learning progress of gamification on GeoGebra with the topic of two-dimensional (2D) shapes. Two lessons were involved using two related GeoGebra shapes game with teacher's guidance. The three research questions that guided the study were:

1. Do the students-centered activities games encourage pupils in learning mathematics?
2. What is the pupils' perception in learning mathematics by using GeoGebra?
3. What is the pupils' perception by using gamification on GeoGebra in learning the topic of 2D shapes?

Participants
The participants of the study were one teacher and four remedial pupils. These four remedial pupils were taught in two different lessons by using gamification on GeoGebra on topic of 2D shapes. The participants consisted of two year three boys and two year three girls.

Procedure
The pupils were asked to solve two puzzles in separate lessons as in the following:
### Data and analysis

The data were collected through observation in two lessons and questionnaire on pupils' perception in using gamification on GeoGebra. Observation had been made by teacher involved in both lessons through video capturing and observation of pupils' responses while learning topic of 2D shapes in using gamification on GeoGebra. The coding of observation on both lessons was carried out as follows.

#### Lesson 1

In the first lesson, observation had made while remedial pupils were solving the “Chinese Match Puzzle 1” on GeoGebra. The observation had been recorded. In viewing the video recording, we focused on pupils' reaction, motivation and interest during usage of the “Chinese Match Puzzle 1” on GeoGebra.

At the beginning of lesson 1, the pupils were sitting down and waiting for teacher to start teaching. When teacher announced that the tool to be used for the lesson is computer, the pupils started to ask question such as “what we are going to learn today”. When teacher was telling the rules and explaining on 2D shapes, pupils were paying attention during the lesson and eager to try.
When the pupils were given the chance to participate in the “Chinese Match Puzzle 1” on GeoGebra, pupils were 100% involved in the activity. Some of them will automatically raise up their problem and willing to get help from teacher. Some of them repeated the questions that they unable to answer 100% correctly. From the observation, we also noticed that the pupils were able to get higher achievement, motivation and confidence in learning mathematics at the end of lesson 1.

Lesson 2
In the second lesson, observation had been made when the pupils were involved in the “5-Pieces Puzzle” activity on GeoGebra. In viewing the video recording, we focused on pupils’ motivation, interest and achievement in mastering the skills of 2D shapes.

At the beginning of lesson 2, pupils came into the class with happier faces compared to the beginning of lesson 1. Pupils could not wait to ask teacher on the tool they will use in the lesson. When teacher told them that another game will be applied, pupils were excited and eager to start the lesson immediately. When teacher was explaining, once again the pupils showed full attention on what teacher had taught and also how to carry out functions in the “5-Pieces Puzzle”. Pupils were 100% involved in the activity. At the end of the lesson, pupils were asked to explain on the number of shapes and properties of shapes in the game. Pupils can explain slowly guided by teacher. Pupils also responded to teacher that they hope to use computer and play games in future teaching and learning lessons.

From the coding of lesson 1 and lesson 2, we noticed that the pupils show their big interest in using computer to learn compared to traditional methods. This might help the remedial pupils to learn mathematics more effectively. Besides, by having higher motivation in learning, pupils will have more confidence in asking and answering questions.

Questionnaire
A questionnaire about pupils’ perception was given to the respondents before conducting lesson 1. After lesson 2, the same questionnaire on pupils’ perception in gamification on GeoGebra was given to the respondents again. Table 1 and 2 shows the frequency of pupils’ perception in using gamification on GeoGebra. According to both tables, most of the pupils disagreed and initially were unfamiliar with GeoGebra. They do not have motivation in learning mathematics. There is significant difference after lesson 1 and 2, have been conducted. Remedial pupils show their interest in using gamification on GeoGebra. From the questionnaire data collected, it shows that the remedial pupils can understand the presentation of GeoGebra and can work on it after demonstrate by teacher. Meanwhile, the pupils also show their happiness and higher motivation in learning mathematics after lesson 1 and 2.

<table>
<thead>
<tr>
<th>Table 1. Frequency of pupils’ perception in using gamification on GeoGebra (Before lesson)</th>
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<td>Respondents</td>
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<td>3</td>
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<td>4</td>
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</table>
Table 2. Frequency of pupils’ perception in using gamification on GeoGebra (After lesson)

<table>
<thead>
<tr>
<th>Respondents</th>
<th>Part A Presentation (DGS)</th>
<th>Part B Application (DGS)</th>
<th>Part C Effectiveness of program</th>
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<td>Q 1 2 3 4 5</td>
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Scale: 1 = Disagree, 2 = Agree, 3 = Strongly Agree

Results and discussion

In this section, the findings of this study were presented and completely answer the three research questions that guided the study.

Question 1: Do the student-centered activities games encourage pupils in learning mathematics?

From the data collected and analysis made, the coding of observation shows that remedial pupils were feeling excited when teacher announced they would be using the computer in learning mathematics during the first lesson conducted. This shows that the student were more interested in using computer to study compared to traditional learning methods. Besides, the coding through observation and video recording also illustrated how pupils participate actively in doing activities and learning mathematics with GeoGebra. During the beginning of lesson 2, the pupils could not wait to know the tool that will be used by teacher in teaching and learning. Based on the observation, it answered question 1 which agree that students-centered activities games able to encourage pupils in learning mathematics.

Question 2: What is the pupils’ perception in learning mathematics by using GeoGebra?

Table 3 shows the percentages of pupils’ perception in using GeoGebra during the teaching and learning session. From the table it is apparent that pupils prefer to learn mathematics by using GeoGebra. The percentage of pupils’ perception in using gamification on GeoGebra is 100% compared to the percentages before they used gamification concept on GeoGebra to learn mathematics. Therefore, they do feel that using GeoGebra could increase their motivation and interest in learning mathematics. Besides, they also agreed that they can understand and answer the questions easily by using GeoGebra because they can repeat the activities unlimitedly until they master the skills.

Table 3. Percentages of pupils’ perception in using gamification on GeoGebra

<table>
<thead>
<tr>
<th>Gamification on GeoGebra</th>
<th>Before lesson</th>
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<tr>
<td>A. Presentation (DGS)</td>
<td>(15) 75%</td>
<td>(20) 100%</td>
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<tr>
<td>B. Application (DGS)</td>
<td>(20) 100%</td>
<td>(3) 15%</td>
</tr>
<tr>
<td>C. Effectiveness of program</td>
<td>(20) 100%</td>
<td>(20) 100%</td>
</tr>
</tbody>
</table>
Question 3: What is the pupils’ perception by using gamification on GeoGebra in learning the topic of 2D shapes?

From the analysis based on observation and pupils’ perception questionnaire, it is reasonable believe that the remedial pupils enjoy using gamification concept on GeoGebra during the teaching and learning session of 2D shapes. Meanwhile, the pupils also show their interest and the spirit that do not give up easily while doing hands on game on GeoGebra. When they faced difficulties, they were willing to get help from teacher automatically. They also responded to teacher with hope to have more such kind of activity in future lessons.

Conclusion
The study shows that both games on GeoGebra have been merged into learning lessons among remedial pupils. This study was focused on the remedial pupils’ perception and motivation in learning mathematics by using gamification concept on GeoGebra compared to traditional learning lessons. Based on the two GeoGebra games included in both lessons, we concluded that remedial pupils’ perception on learning using gamification on GeoGebra and their motivation in learning mathematics through the observation and questionnaires given. As a conclusion based on the questionnaire given before using gamification on GeoGebra, remedial pupils were lacking motivation in learning mathematics because they were not confident, short of interest and felt bored. Through the observation made within these two lessons, teacher noticed that the remedial pupils are having higher motivation in learning mathematics and do not easily give up when they fail to complete the games on GeoGebra. We suggest that more suitable games be created based on the topic needed and study on teachers’ perception in using gamification on DGS be carried out to guarantee a suitable tool and syllabus will be created. Yien, Hung, Hwang, and Lin [16] conducted a quantitative study to investigate the effect of DGBL on students’ knowledge of nutrition, attitude, and habits via computer games. In their study, they found a significant difference in achievement between the experimental group and the control group. Many researchers who used DGBL in learning receive positive results on remedial pupils’ learning motivation and achievement. Hussain and colleagues [6] in their study also mention that the lack of good quality games especially for remedial pupils in mathematics has retarded the potential of DGBL.

References


