# ALEKS Coin - Gamification of an Adaptive Learning System

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## Intended Target Population
- Students who have difficulty with retention of material
- Students who miss assignments or classes
- Students with poor study habits and time management

## Applicable Settings For Technique
- 1st year chemistry courses
- Any classroom size
- Courses that have a variety of low stakes assessments
- Teaching Assistant recommended

## Active Learning Technique Explanation/Learning Curve

1. **1st Issue:** Poor performance on low stakes assessments leading to students being discourage to continue.

2. **2nd Issue:** Observed poor study habits of students, “Procrastination”.

**Solution:** Gamification of the homework learning system. Introduce the “ALEKS Coin”

- Every day that a student spends a minimum of 31 mins and learns at least 1 topic on ALEKS, they earn an ALEKS coin.
- ALEKS coins are collected and can be redeemed to replace grades for low stake assignments
- Take-home assignments and video assignments need 10 coins per an assignment.
- In class quizzes need 15 coins per a quiz
- Students email TA after exam to redeem coins

## Student Learning Outcome Satisfied
- Better comprehension and understanding of course materials
- Develop efficient spaced retrieval practices
- This activity promotes interleaving of course material

## Student Benefits and Impact
- Better engagement/retention of course material and study habits
- Over 2100 total coins earned between Exam 1-2 periods