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GAMIFICATION IN ENGINEERING GRAPHICS

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The definition of gamification is giving something game elements like levels or points to encourage people to participate [1]. According to a recent Gartner Research Report it is estimated that by 2015, more than 50 percent of organizations that manage innovation processes will gamify those processes [2].

Engineering graphics is quite a playful subject by itself. We use many different physical "toys" (fig. 1) to help students recognize different rules of drawing creation better.

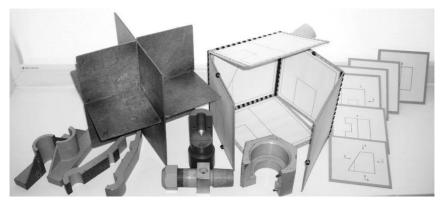


Fig. 1 Models used for students training

By enhancing the Moodle system, more and more materials are placed into this system. Students are trained to do copy and paste functions well, while drawing interpretation is more difficult for them. I have found that a good task in training this ability is completion of a drawing by correcting mistakes. Students must analyze the task from a teacher's perspective. This activity is not simple but interesting to them.

One of such a task's examples (fig. 2) to encourage students was gamified.

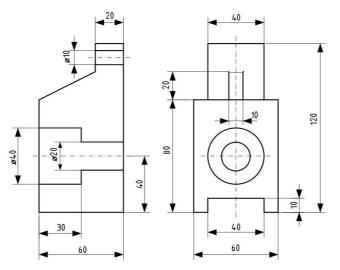


Fig. 2 Task for completing a drawing with correcting mistakes

The Microsoft Power Point program was taken as a platform for gamification. Animations from Presenter Media [3] and music from Audionautix [4] were added for the creation of game elements.

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