

## **Gamification for MOOC: PaGamO, the first-ever MOOC-based Social Gaming**

Platform Prof. Ping-Cheng Yeh

Director, NTU MOOC

E-mail: [pcyeh@ntu.edu.tw](mailto:pcyeh@ntu.edu.tw)

Gamification has been widely considered to be a promising solution in raising students' motivation of learning. However, how to apply gamification to MOOC courses still remains an open problem. In Aug 2013, the NTU team designed and launched "PaGamO" for a probability course on MOOC. There were more than 4300 students registered to the systems. Through worldwide competition among the MOOC users, many students became addicted to solve the homework problems of the course. The data from the course shows that the course grade is highly correlated to the score in the game. The pioneering work of PaGamO opened up a new direction for applying gamification to enhance the MOOC learning experience.