

The Use of Gamification in Accounting Education (SMU Challenge App)

Poh-Sun SEOW Oct 2023

Introduction

- New generation of digital-native students
- Students are requesting for additional learning materials but not in paper-format
- Provide a mobile learning platform, enhance learning outside the classroom
- Engage students through mobile gaming, play and learn on the go

Straits Times 15th April 2013



Dr Lee with her family (from left) husband Gary Tan, daughter Kaydon and sons Sheldon and Alldon. The head of the new Early Childhood Development Agency said she learnt of her children's interests through spending time with them, and encourages parent-child bonding.

'Kids learn best when they are having fun'

Childhood development agency head believes learning can be child's play, with right tack

By PRISCILLA GOY

WHILE Dr Lee Tung Jean is not trained in early childhood education, the mother of

to Marymount Kindergarten, which she and her sons also attended.

ing time with them that you can understand what their interests and passions

Asked about his mother's parenting style, Sheldon sald: "She's not that flerce. who turns five this year. Her daughter goes We play board games and computer games

Dr Lee has also worked with other chil-None of the children, including Sheldon dren. While doing her master's in econom who is at Daffles Institution had tuition ios at Vala University, she welcomed to

Overview of SMU Challenge App

- Formerly known as Accounting Challenge (ACE)
 - New platform for SMU
 - Available in iOS and Android version
 - Search for "SMU Challenge"

- Download statistics as of 31 Mar 2023
 - Total number of download: 42,017
 - Total number of countries of download: 90
 - Top 3 countries: USA, Singapore and Philippines

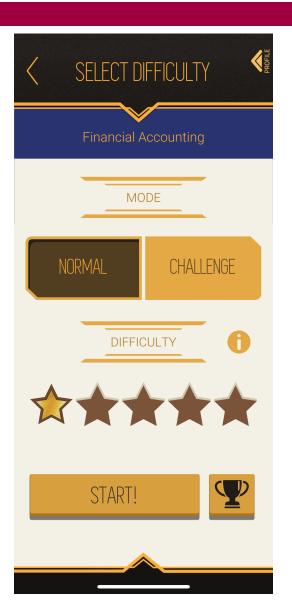
Awards

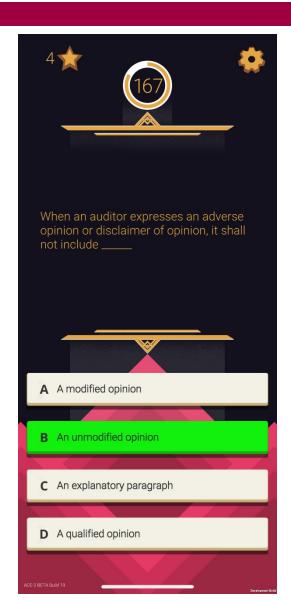
- 2019 Canadian Academic Accounting Association Howard Teall Award for Innovation in Accounting Education (Runner Up)
- 2017 American Accounting Association Jim Bulloch Award for Innovations in Management Accounting Education
- 2015 American Accounting Association Innovation in Accounting Education Award
- 2014 Wharton-QS Stars Reimagine Education Award (Shortlisted finalist)
- 2014 Bea Sanders/American Institute of CPAs Teaching Innovation Award (Honorable Mention)
- 2013 CEEMAN Champion Award for Innovative Pedagogy

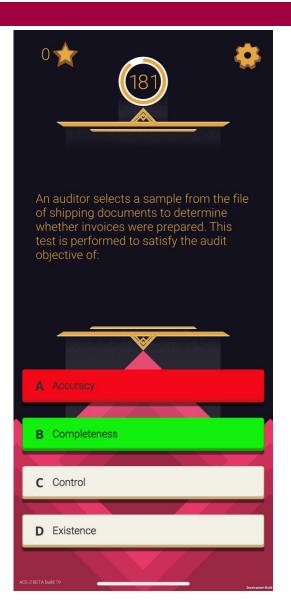




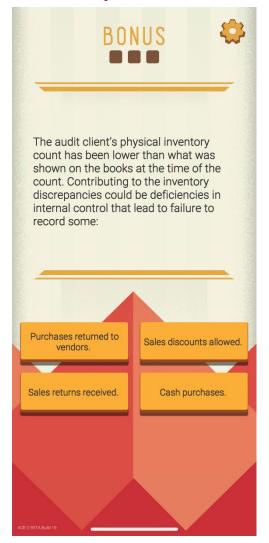








Options



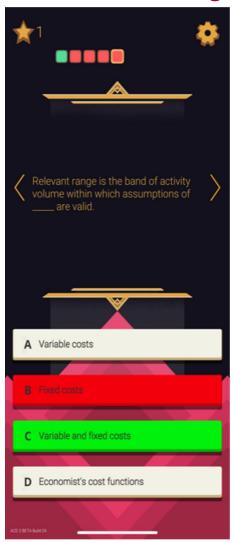
Slots



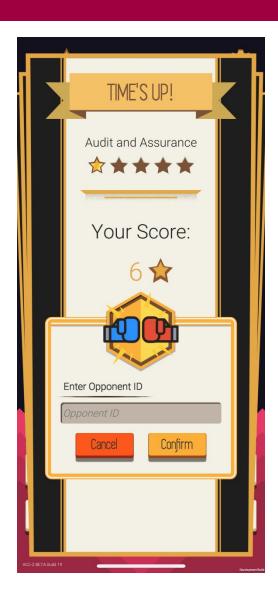
Combination

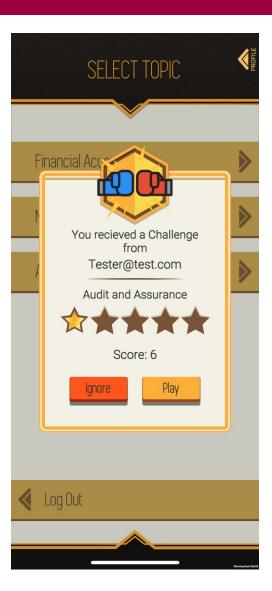


Review after the game



Multiplayer Challenges

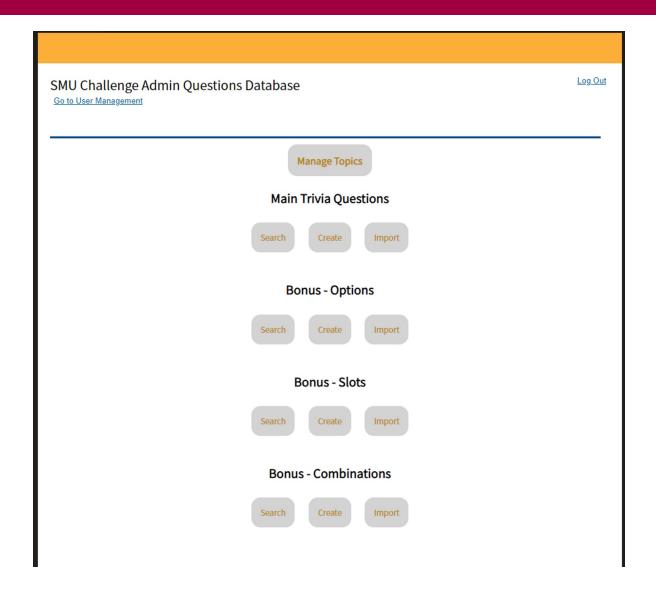




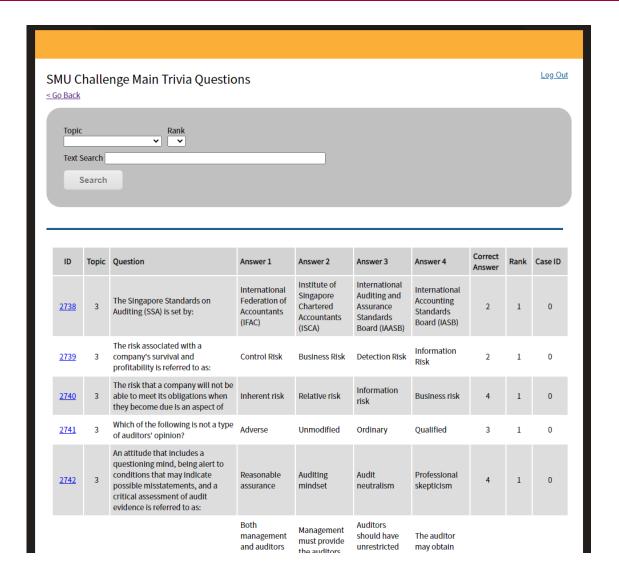




Content Management System



Content Management System



Students' Feedback

• 242 survey respondents

	Questions (1 = strongly disagree to 7 = strongly agree)	Mean	Std. Dev.
1	The design of ACE was appealing and highly motivating to use.	5.85	0.95
2	ACE was engaging.	6.05	0.86
3	ACE challenged me intellectually.	6.05	0.84
4	ACE helped me learn accounting.	5.76	1.02
5	I would recommend ACE to my peers.	6.01	0.84
6	Overall, I am satisfied with ACE.	6.00	0.84

"What do you like about the app?"

- Fun and convenient way to revise accounting on the go
- Makes me feel like I'm making better use of my time on my way to school rather than staring out of the window
- Interactive interface that keeps me engaged. Helps me retain the knowledge better as compared to textbook
- Time limit challenges me to think quickly
- Leaderboard encourages people to do well

Challenges of App Development

- Management support and funding
 - Technology-enhanced learning grant under SMU
 Centre for Teaching Excellence

- Developing the concept of the game
 - Target audience
 - Relevance to learning objectives of the course
 - Ease of maintenance
 - Scalability
 - Time and costs

Challenges of App Development

- Technical issues:
 - Technical compatibility of upgrades
 - Server hosting and security issues

Content creation

Attracting students to play

Thank You

Do check out http://smu.sg/ace
or search for
"SMU Challenge"
in the App Store or Google Play.