

# **An Approach to Increased Motivation for Learning: Through the Employment of a Task Management System that Looks Like Playing a Game**

Juri Osanai<sup>1\*</sup>, Tatsuya Kobayashi<sup>2\*\*</sup>, Hitoshi Sasaki<sup>1</sup>, Akinori Toguchi<sup>2</sup>, and Kazunori Mizuno<sup>1</sup>

1 Faculty of Engineering, Takushoku University, JAPAN

2 Media Labo Co., Ltd., JAPAN

E-mail: r18425@eitl.cs.takushoku-u.ac.jp\*, r08446@eitl.cs.takushoku-u.ac.jp\*\*

We have been a problem for a while now that deterioration of academic performance by university students in Japan. One of the obvious reasons is a decrease in motivation of them. Many of them are not in the habit of doing homework at home each day from childhood. It became to poses a greater problem than fail a course. They will be repeat a school year and therefore they will voluntarily drop out. Now a serious situation like this is a big problem in Japanese society.

We think the most important way to approach this problem is to develop good study habits of them. Therefore, the first thing we need to do is to think how to keep and increase the learning motivation of them. In this poster, we explain our approach to do it. We report improving our existing e-Learning system by using the Gamification (the use of game mechanics for problem solving) that like to play a RPG. Students will be able to self-organized with hi-motivation by this approach.

Key Words: Increased motivation for learning, Gamification, e-Learning