

## Enhancing University Education in Sri Lanka through Gamification: A Review on Student Engagement and Learning Perspective

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### Abstract

Gamification has gained significant attention as an effective approach to engage and motivate students in various educational settings. This research focuses on exploring the application of gamification in Sri Lankan university education, considering its cultural and contextual nuances. The objective is to investigate the potential benefits and challenges of implementing gamification techniques in this context, by enhancing student engagement, motivation, and learning outcomes, gamification offers promising possibilities for improving the quality of education in Sri Lanka. This study aims to understand how gamification can be utilized to address educational challenges, personalize learning experiences, and enhance critical thinking and problem-solving skills among Sri Lankan university students. The research validated the literature findings from educators, students, and other stakeholders to ensure that the findings are contextually relevant and applicable. Ethical considerations, data privacy, and implementation challenges are also addressed. The results of this research will provide valuable insights into the effectiveness of gamification in Sri Lankan university education, ultimately contributing to the advancement of teaching and learning practices in the country.

**Keywords:** *Gamification, University education, Student engagement, Student motivation*