

以ARCS 動機模式為基礎之遊戲式學習系統研究

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摘要

The prominent role of e-Learning in information technology has led to advances in recent years. E-learning is an extremely efficient way to train and learn. Traditional textbook may be replaced by digital media or e-Material. Most of the e-learning system mainly teaching material includes text, picture, video, but lacked for interaction between students and vivid materials. Online games are conducive to learning because online games have greatly interaction and competitiveness among players to enhance student motivation to learn.

Therefore, this work developed a multiplayer online game-based learning system (MOGLS), which based on the ARCS motivation model. The MOGLS allows learners to acquire Enterprise Resource Planning knowledge. The MOGLS system provides learning record, rankings record, end-of-test feedback to motivate learners to learn. By competition among students, the MOGLS system would facilitate and enhance learning.

Finally, we analyzed the system effectiveness and system satisfaction for MOGLS system. The empirical results show that multiplayer online game-based learning system not only helps students to obtain the ERP license, the system also get a good utility evaluation in system effectiveness and satisfaction.

關鍵字：Game-Based Learning, ARCS Motivation Model, Fuzzy Theory, Information System Success Model