

Every day there is rapid technological developments, mobile devices penetration, and the use of gamification and visual technologies have fuelled the e-learning acceptance of online education among students in a classroom for higher education, specifically for university students from all sections of the community. The main objective was to achieve a major increase in student motivation and engagement in classroom through the use of various technologies applications and learning methodologies based on game mechanics called gamification. Gamification allows you to present educational content to learners in a way that's visually compelling, and to engage students in the learning process.

## At the end of this workshop, participants will:



Explores and understanding the role and the various types of gamification



How the use of gamification and interactive learning to develop effective learning experiences



How to add game elements to instructional design and use reward systems for learner engagement



How to add learning methodologies like Learning by doing to students' collaborative work



Build their own applications using 3D animators



**UPM**  
UNIVERSITI PUTRA MALAYSIA  
BERSAMA SAMA BERKUALITI

**PicTL '18**  
Putra InnoCreative Carnival in Teaching and Learning

## EDUCATION 4.0 WORKSHOP GAMIFYING LEARNING WITH 3D ANIMATORS

Hi, I am...

**ASSOC. PROF. DR. WAN ZUHAINIS SAAD**

A Deputy Director (Teaching and Learning Development)  
of Centre for Academic Development,  
Universiti Putra Malaysia

**Workshop Fees:**

**UPM - RM 150.00**

**Non UPM - RM 200.00**

Register now!



## A pinch of me...

An associate professor in Microbiology, Dr. Wan Zuhainis is also an educational technology enthusiast. Practices e-learning and active learning approach in enhancing students' engagement for effective and meaningful learning. A strong advocate of empowering learners in experiential learning. Shortlisted for the OS Wharton Reimagine Education Award 2015 and 2016. Awarded Vice Chancellor Fellowship Award (Teaching Category) 2012. Won Gold, Silver and Bronze medals in National and International Competition on e-Learning that involve undergraduate students of 1st semester to 8th semester. Higher Education Leadership Academy (AKEPT) Master Trainer in E-learning and Interactive lecture. Awarded Creative and Interactive E-Learning Award, International University Carnival on E-Learning (IUCEL2016). Best Trendsetter Award in IUCEL2017. Winner of the Reimagining and Redesigning Higher Education (Virtual Immersive Learning Experience Category) 2017. An active trainer. Conducted more than 100 workshops on e-learning in the local and international public and private institutions.