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What's the score? iKnow!, Moodle, and Gamification

Spaced Repetition Software (SRS) has a long history of use in English language teaching. Current smart phone adoption, online app stores, and the general decrease in the price of tablets have created a new platform and market for commercial SRS services. Such services are often marketed as being fun and game like. The critical question is how faithfully gamification is being applied in the commercial, education market and what elements of gamification are lacking in the available options. This presentation will take an objective look at the commercial service iKnow!, identifying elements of gamification and ascertaining which James Gee's 36 Learning Principles are in use. Suggestions on how to support the identified lacking elements with a Moodle installation will be presented.