Abstract

Teaching theoretical courses for undergraduate students requires to use more interactive tools to encourage student’s participation. Interactive environment motivate students and fill the class with a positive learning spirit. This paper focuses on using game based learning to teach the concepts of E-Business Strategies and Using Course Learning, Collaboration and Management Tools in Black Board to support student participation and final evaluation of the proposed learning methodology. It was done at Information System Department at King Abdul-Aziz University.

References


Index Terms

Computer Science
Information Sciences

Keywords

E-learning, Game-based learning, Black-Board