Abstract

Educational Data Mining (EDM) is an emerging discipline. It is concerned with extracting useful information from large educational data. It serves education improvement by presenting information to facilitate the process of decision making. EDM has many methods and applications in the context of e-learning. Gamification is the process of using mechanics and dynamics of games onto non-game context to promote the desired behavior. An emerging type of learning method is the adaptive e-learning. This paper discusses the state of the art of EDM and gamification methods to build adaptive e-learning systems.

References


Index Terms

Computer Science
Information Sciences

Keywords

E-learning, Learning Management System, Educational Data Mining, Knowledge Discovery in Databases, Gamification, Adaptive E-Learning.