

Gamification-Based Instructional Strategies on the Teaching of Business Studies in Secondary Schools in Kwara State, Nigeria

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Abstract:

This research examined the implementation of gamification as an instructional approach in the instruction of Business Studies in secondary schools in Kwara State, Nigeria. The study specifically investigated the degree of gamification tactics employed and their influence on students' engagement, classroom participation, and comprehension of Business Studies ideas. A descriptive survey research design was employed for the investigation. Data was gathered using a standardized questionnaire distributed to 210 participants, including Business Studies educators and Junior Secondary School students from five public and five private secondary schools in Ilorin, Kwara State. The study instrument received validation from field experts, and data was evaluated by descriptive statistics (mean and standard deviation), while an independent samples t-test was utilized to evaluate the hypotheses at a significance level of 0.05. The results indicated that gamification strategies are extensively employed in Business Studies instruction, greatly augmenting student interest and participation in classroom activities. The findings revealed a notable disparity in gamification implementation between public and private secondary schools, with private institutions exhibiting greater usage levels. Nonetheless, no significant difference was noted between public and private schools about the influence of gamification on students' involvement and comprehension of Business Studies. The research concludes that gamification is a robust instructional method capable of enhancing the teaching and learning of Business Studies in secondary education. It consequently advocates for enhanced investment in instructional technologies, augmented infrastructural support, and ongoing professional development for educators to facilitate the efficient incorporation of gamification tactics in Business Studies classrooms throughout Kwara State.

Keywords:

Gamification, Instructional Strategies, Business Studies Education, Student Engagement, Secondary School Education.