



The Psychology of Rewards in Digital Game-Based Learning: A Comprehensive Review

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ABSTRACT

A significantly accelerated speed in the growth and acceptance of new technology has been observed in recent decades. This rapid technological transition has affected almost every economy, environment, culture, and education. The rapid technological evolution has led to the frequent use of Digital Game-Based Learning (DGBL), where users learn and play simultaneously. DGBL has been implemented to supplement formal classroom lessons. Despite the extensive use of DGBL and other implementation methodologies, no study has yet synthesised the use of the "reward system" and its associated components. This study reviewed over fifty scientific publications on the forms of rewards in DGBL and their effects on learners, published between 2000 and 2021.

Keywords: digital game-based learning, educational technology, reward system, extrinsic reward, gamification

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