

Designing An Electronic Application based on Gamification Strategy and its Effectiveness on Reading Comprehension Skills development in English course for Students of First-Intermediate Grade in Riyadh

The current study aimed to develop reading comprehension skills in English for students of first-intermediate grade in Riyadh through designing an electronic application based on Gamification Strategy. In order to achieve the study objective, the researcher applied the experimental method with its quasi-experimental design and she designed a reading comprehension test and an electronic application based on Gamification Strategy. As the reliability and validity of the study tools are established, they have been applied on (46) students which represented the sample of the study. The sample is equally distributed to experimental and control group; (23) students in each group.

After collecting data, a statistical process is conducted using SPSS software. The researcher concluded the following findings:

1. Providing an electronic application based on gamification strategy to develop reading comprehension skills in English for students of first-intermediate grade.
2. There was no statistically significant difference between the two groups (control and experimental groups) in the function of the post-measurement in the reading comprehension skills test.
3. There was no statistically significant difference between the two groups (control and experimental groups) in the function of the post-measurement in the reading comprehension skills test at the level of (direct comprehension- interpretive comprehension- and critical comprehension.)

4. There was statistically significance difference at the significance level of 0.05 between the pre and post measurement of the experimental group in the reading comprehension skills test in favor of the post measurement.

There was a statistically significant difference at the significance level of 0.05 between the pre and post measurement of the experimental group in the reading comprehension skills test in favor of the post-measurement at the level of (direct comprehension- interpretive comprehension- and critical comprehension.)

Key words: Gamification-Reading comprehension- Electronic application.