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# ENGAGEMENT STRATEGIES In MOODLE

Best practices for enhancing  
engagement



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Malaysia





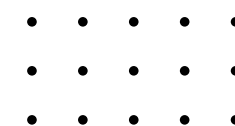
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# OVERVIEW

## What is Moodle?

Moodle is a leading Learning Management System (LMS) used globally to support online and blended learning environments.

- ✓ Open-Source Platform
- ✓ Modular Design
- ✓ Course Management Tools
- ✓ Personalization and Accessibility







**How do you define or envision student engagement in learning?**

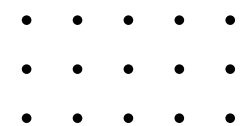


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# IMPORTANCE OF ENGAGEMENT

## Why Engagement Matters

Engagement is key to student success. In online environments, it determines course completion, satisfaction, and learning outcomes.



**Increases Learning Retention**

**Boosts Student Motivation**

**Reduces Dropout Rates**

**Enhances Student's  
Performance**

**Supports Collaborative  
Learning**

**Facilitates Timely Feedback**

**Improves Course Quality**

**Promotes Lifelong Learning  
Attitudes**



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# CHALLENGE IN ONLINE ENGAGEMENT

## Different Challenge Types

Lack of physical presence, distractions, and passive learning are common challenges in online education.



**Passive  
Participation**



**Motivation and  
Self-Discipline  
Issues**



**Technological  
Barriers**



**Limited Peer  
Interaction**



**What challenges do you face when trying to engage students on Moodle?**



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# TYPES OF ENGAGEMENT

## Core foundation

In educational settings, **student engagement** is commonly categorized into **four main types**. Each type reflects different aspects of how students connect with learning.

- ✓ Behavioral
- ✓ Cognitive
- ✓ Emotional (or Affective)
- ✓ Social







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# HOW MOODLE SUPPORTS ENGAGEMENT

## Effective Support System

Moodle offers diverse tools—forums, quizzes, interactive content, and analytics—that support various engagement types.

- ✓ Motivation Tools
- ✓ Collaborative Activities
- ✓ Interactive contents
- ✓ Communication Tools







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# ENGAGEMENT METRICS IN MOODLE

01

## Track logins

Monitor how often users access the platform.

02

## Activity Completion

Check if students finish assigned tasks.

03

## Forum participation

Measure number and quality of forum posts.

04

## Time spent on task

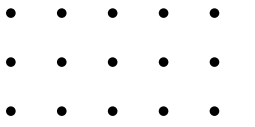
Track duration of activity engagement.

## Tailored Moodle Design

Track logins, activity completion, forum participation, and time spent on tasks.



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# KEY MOODLE FEATURES

Lessons

Assignments

Quizzes

Forums

H5P

Analytics

Messaging



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# OBJECTIVES

**To explore.....**

.... strategies for enhancing learner engagement  
using Moodle features and best practices.







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# USING FORUMS FOR ENGAGEMENT

## Tailored Forums Design

Encourage peer-to-peer discussion, question posing, and reflection through well-structured forum activities.





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# USING FORUMS FOR ENGAGEMENT

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# USING FORUMS FOR ENGAGEMENT



01

## Forum Title

Give it a clear, purposeful name

02

## Purpose of the Forum

State the main reason for the forum in relation

03

## Learning Outcomes Addressed

Prompts clearly as in the Course Information

04

## Forum Type in Moodle

Select from different forum options

05

## Craft Engaging and Open-Ended Prompts

Use thought-provoking questions

06

## Set Clear Expectations

Outline requirements

07

## Timing and Integration

Plan when forum will open

08

## Encourage and Facilitate Interaction

Guide the discussion



> My courses > MPPP1203 > TECHNOLOGY IN TEACHING AND LEARNING > Forum: Educational Technology vs Instructional Tec...

Forum

Settings

Advanced grading

Subscriptions

Reports

More ▼

## Forum: Educational Technology vs Instructional Technology

Answer the following questions:

- How do **Educational Technology and Instructional Technology differ** in terms of purpose and application?
- Provide **real-world examples** of how each is used in modern education.



Search forums



Add discussion topic





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# USING FORUMS FOR ENGAGEMENT

## Emerging Trends in Educational Technology: What's Next?

01

### Forum Title

Give it a clear, purposeful name

02

### Purpose of the Forum

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### Learning Outcomes Addressed

Prompts clearly as in the Course Information

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### Forum Type in Moodle

Select from different forum options

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### Craft Engaging and Open-Ended Prompts

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### Encourage and Facilitate Interaction

Guide the discussion

**Due:** Tuesday, 5 August 2025, 11:59 PM

### Purpose:

To explore students' understanding of current and future trends in educational technology, and to encourage peer discussion on how these trends may impact teaching and learning practices.

### Learning Outcomes:

- LO1: Describe key trends and innovations in educational technology.
- LO3: Critically evaluate the impact of technology on teaching and learning.

### Instruction:

Choose one emerging technology (e.g., AI, VR/AR, gamification, mobile learning) and discuss how it could transform teaching or learning in the next 5 years. Support your view with examples or research. What challenges might educators face in implementing it?

### Participation Guidelines:

- Post 1 original response (150–200 words) by this weekend (3rd Aug 2025, Sunday).
- Reply to at least 2 classmates (100–150 words) by next week (5th Aug 2025, Tuesday).
- Use respectful, academic language.
- Cite sources if referencing research or case studies.



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# USING FORUMS FOR ENGAGEMENT



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Outline requirements

07

## Timing and Integration

Plan when forum will open

08

## Encourage and Facilitate Interaction

Guide the discussion

Forum type



Q and A forum



## Availability

Due date



☒ Enable

5

August

2025

23

59



Cut-off date



☒ Enable

5

August

2025

23

59





▼ **Welcome to all students!**

Announcements

▼ **TECHNOLOGY IN TEACHING A...**

Notes\_

TPACK video

Supplementary reading\_

Forum: Educational Technology ...

Emerging Trends in Educational ...

Brainstorm

Padlet

▼ **INTRODUCTION TO INSTRUCT...**



miro Brain... ⋮ ⬆ Upgrade

🕒 N ⌵ ▶ Present 🔗 Share



Think 2



Motivate



— 29% + ?









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# QUIZZES AND IMMEDIATE FEEDBACK

## Tailored Quiz Design

Use quizzes with instant feedback to reinforce understanding.



# Quiz Animate (Date: 14-16 June 2025) - 2.5%

[+ Add a block](#)[Back](#)

You can preview this quiz, but if this were a real attempt, you would be blocked because:

This quiz is currently not available.

## Question 1

Not yet  
answered

[Flag question](#)

[Edit  
question](#)

**v1 (latest)**

Animate CC playable file is called shockwave (.swf).

- ☐ True
- ☐ False

[Next page](#)

?

## Quiz navigation

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15						

[Finish attempt ...](#)[Start a new preview](#)



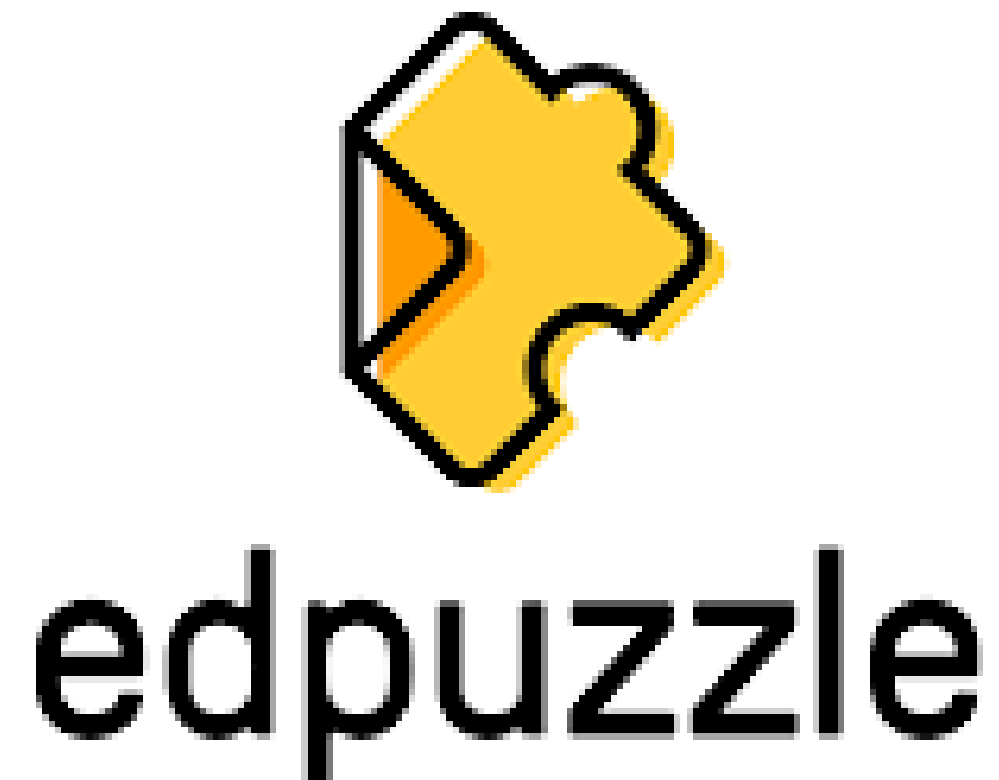


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# GAMIFIED ASSESSMENTS AND BADGES

Gamification is the use of game-like elements in non-game contexts—like education—to increase motivation, engagement, and participation





Close block drawer

×

Navigation

Dashboard

Site home

Site pages

My courses

- Blended Learning
- MPPP1203
  - Participants
  - Badges
  - Competencies

New badge

Badge details

Name

Version

Language

Description

!

?

?

!

English

FATINI BINTI RAZATUL SHAMRI

Send message

Add contact

About me

PELAJAR UNIVERSITI TEKNOLOGI MALAYSIA

User details

Email address

fatini-03@graduate.utm.my

Timezone

Asia/Kuala\_Lumpur

Badges

Badges from Elearning UTM 2024/2025 Semester 2:

Complete activity

My courses > MPPP1203 > Badges > Badges > Manage badges > Complete Activity

CourseSettingsParticipantsGradesReportsMore

BackCriteria

Complete Activity

Badge criteria successfully created

This badge is currently not available to users. Enable access if you want users to earn this badge. Enable access

Add badge criteria

Choose...

Manual issue by role

This badge has to be awarded by a user with the following role:

- Teacher

Badges

Add a new badge

Filters

Name	Badge status	Criteria	Recipients	Issued to me
<div><div></div><div>Complete activity</div></div>	Available (criteria locked)	<ul style="list-style-type: none"><li>Complete ANY of: "File - Course Information", "File - Assignment Descriptions"</li></ul>	19	<div>Date: 29/07/25</div> <div>✓</div>





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# USING HTML5 PACKAGE (H5P) INTERACTIVE VIDEO

Cognitive engagement through multimedia + active recall







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# USING POLLS AND SURVEYS

**Gauge opinions, gather feedback, and spark discussion.**

- to assess or understand what people think or feel about a topic.
- collecting responses, suggestions, or reflections from students about a lesson, activity, or teaching method.
- encourage meaningful conversation or debate among students.





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# HANDS-ON TASK (Assignment/URL)

Cognitive + behavioral engagement through application







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# ONLINE LEARNING ACTIVITY PLAN (MOODLE)

**Objective** : Students will understand basic image concepts (formats, resolution, uses) and apply simple image-editing tasks.

**Total Duration:** 40 minutes

**Platform** : Moodle (with built-in and plugin tools)



Time	Activity	Description	Engagement Strategy
<b>0–5 min</b>	Welcome Message + Icebreaker (via Forum or Chat)	Prompt: “Upload a favorite image and share why you like it.”	Builds emotional engagement and peer interaction
<b>5–10 min</b>	Interactive Video (H5P)	Watch a short video on image types (JPG, PNG, GIF) with embedded questions.	Cognitive engagement through multimedia + active recall
<b>10–15 min</b>	Quick Quiz (Moodle Quiz)	5 MCQs on image types, uses, and quality. Immediate feedback enabled.	Behavioral engagement via interactivity; checks understanding
<b>15–25 min</b>	Hands-On Task (Assignment/URL)	Link to a free online image editor (e.g., Photopea). Task: Resize or crop an image and upload it.	Cognitive + behavioral engagement through application
<b>25–30 min</b>	Group Discussion (Forum)	Prompt: “Why do image quality and size matter in social media posts or websites?”	Social + emotional engagement, promotes critical thinking
<b>30–35 min</b>	Peer Review (Workshop or Forum Reply)	Students give feedback on one peer’s edited image.	Social interaction and collaborative learning
<b>35–40 min</b>	Wrap-Up + Reflection (Choice Activity)	Choose one thing you learned today and how you’ll use it. (Moodle Choice or short answer)	Emotional + reflective engagement





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# STUDENT PARTICIPATION AND LEARNING OUTCOMES

"How do interactive features in Moodle impact student participation and learning outcomes in higher education courses?"

- ✓ **Educational Setting:** Was the study conducted in a higher education setting (university or college)?
- ✓ **Learning Platform:** Was Moodle used as the primary learning management system in the study?
- ✓ **Interactive Features:** Did the study investigate interactive Moodle features (such as forums, quizzes, work- shops, or wikis)?
- ✓ **Outcome Measures:** Did the study measure either student participation metrics or learning outcomes (or both)?
- ✓ **Study Design:** Is the study either an empirical investigation (quantitative, qualitative, or mixed methods) or a systematic review/meta-analysis?
- ✓ **Data Analysis:** If multiple learning management systems were studied, were Moodle-specific results reported separately?
- ✓ **Participant Focus:** Did the study include student outcomes (not exclusively focusing on teacher/administrator experiences)?

Study	Interactive Feature Type	Performance Metrics	Effect Size
Cohen and Sasson, 2016	Online quizzes, feedback	Quiz grades, time spent, final exam grade,	Improved grades, reduced time
Fitran et al., 2025	Adaptive content, feedback, gamification	Achievement scores, engagement	Higher scores in intervention
Cheng and Chui, 2015	Simulations, forums, journals	Essay grade, completed activities	Positive for networked/materials development
Peramunugamage et al., 2024	Forums, wikis, workshops	Motivation, wiki activity	Wiki views 2.0%→6.2%, updates 0.8%→1.1%
Mir et al., 2022	HTML5 Package (H5P) interactive video	Satisfaction, information quality	61–67% positive responses
Hasan et al., 2019	Gamified, discussions	Pre/post-test, engagement	Improved post-test scores
Goh et al., 2019	Peer review, feedback	Engagement, learning outcomes	Indirect effect via content interaction
Reis et al., 2015	Group discussion, video	Learning grades, involvement,	Moodle: 7.0–9.7, Lectures: 4.0–9.6
Gamage et al., 2022	Quizzes, forums, feedback	Performance, satisfaction	Improved outcomes (review)
Dimitrov and Kovatcheva, 2023	Gamification, feedback, HTML5 Package (H5P)	Final grades, student dropout	Grades: 5.0→5.75, lower student dropout



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# FUTURE TRENDS IN MOODLE ENGAGEMENT

To explore.....

01

Artificial  
Intelligence

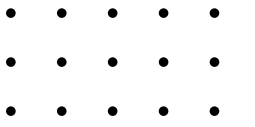
02

Adaptive  
learning





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# SUMMARY OF KEY STRATEGIES

Communi-  
cation

Content

Activities

Tools



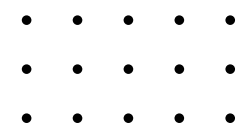


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# KEY STRATEGIES

## What matters?

Here's a summary of key strategies to improve student engagement in the Moodle platform, organized by engagement types:



## Behavioral Engagement Strategies

**Use Activity Completion Tracking**  
to motivate progress

**Set Clear Deadlines**  
with reminders and countdown blocks

**Gamify learning**  
Gamify learning with badges, completion  
certificates, or leaderboards

**Enable Checklists**  
or To-Do Lists for weekly tasks

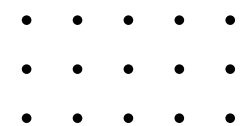


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# KEY STRATEGIES

## What matters?

Here's a summary of key strategies to improve student engagement in the Moodle platform, organized by engagement types:



## Emotional Engagement Strategies

### Personalize the Dashboard

with student names and welcoming messages

### Use Icebreakers & Social Forums

to build community

### Add Multimedia Elements

(images, videos, voice messages) to humanize content

### Provide Timely, Encouraging Feedback

via comments or messages

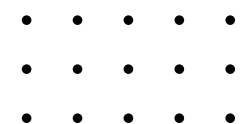


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# KEY STRATEGIES

## What matters?

Here's a summary of key strategies to improve student engagement in the Moodle platform, organized by engagement types:



### Cognitive Engagement Strategies

#### Incorporate H5P Activities

- (interactive videos, drag-and-drop, quizzes)

#### Use Real-World Scenarios

in assignments and discussions

#### Enable Glossaries, Wikis, or Journals

for reflection and critical thinking

#### Add Branching Scenarios or Case-Based Learning

using Lesson activity



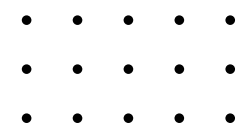


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# KEY STRATEGIES

## What matters?

Here's a summary of key strategies to improve student engagement in the Moodle platform, organized by engagement types:



## Social Engagement Strategies

### Use Discussion Forums

with guided prompts and peer reply requirements

### Assign Group Projects

with collaborative tools (e.g., Wiki, Database, or Forum)

### Enable Peer Assessment

using the Workshop tool

### Encourage Group Messaging

or Chat Activities



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# THANK YOU FOR YOUR ATTENTION

I hope this presentation was helpful, and I am open  
to any questions or further discussion.

 [norasykin@utm.my](mailto:norasykin@utm.my)

