

## **Gamification of Examination: A New Method and Tool in the Spirit of "Who Wants to Be a Millionaire?"**

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The aim of this paper is to examine the gamification of examination through the presentation of a new method and a web-based tool developed for this purpose. In the experimental system, students were divided into two groups, who tested their knowledge through a two-phase test. The first phase was a traditional multiple-choice test consisting of 15 questions, and based on its results, we performed question-specific difficulty weighting. In the second phase, the groups played through each other's test sets according to the rules of the Who Wants to Be a Millionaire? quiz show, using three lifelines (50:50, ask the audience, phone a friend), with questions ordered by increasing difficulty and two safety thresholds. The final grade was determined based on the better result of the two phases, meaning the gamified format could only improve the outcome. The acceptance and usability of the method were evaluated based on student feedback collected using the TAM model, supplemented with open-ended questions. The results are promising and highlighted several directions for further development.