

THE BENEFITS OF GAME-BASED LEARNING

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Pedagogical learning takes a new dimension of approach by incorporating the concept of play. With the development of modern technology, many applications help transfer knowledge. The current environment of digital games and applied sciences in the learning environment has benefited both the teaching of educators and the learning of students. The concept of game-based learning (GBL) can be utilized to achieve better methods for both learning and teaching. It means incorporating games into the medium of instruction. According to Sager, J. (2022), playing in the classroom today is an integral part of the learning process. Research is accumulating to prove the value of classroom games to children as they transform learning concepts that students may resist into fun and compelling ones. Gameplay in the classroom works and acts like a parent teaching their children while enjoying. Games in the classroom have many benefits, from connecting children to learning materials to rewards and motivations. The teachers dig deeper into game-based learning studies to find out what works in the classroom and put together the resources for mathematics, reading, social and emotional learning.

One of the biggest challenges for educators is teaching a large group of unique students with diverse personalities, learning wavelengths, and abilities. Students can engage in various educational games with great expectations. Some rewards and surprises help maintain an interest in learning. Game-based learning plays an essential role in the classroom by providing opportunities for students to collaborate, communicate, interact and collaborate in teams. Strategy-based games improve brain function and encourage children to learn new things, develop skills, and create emotional connections to learn the subject. The ability to receive feedback immediately after playback provides insight into

how to improve performance proactively. Including pedagogical learning goals and curriculum takes a whole new form of learning.

Nguyen H. (2021) mentioned that games in the classroom help increase student participation, encourage social and emotional learning, and motivate students to take risks. A study of the popular multiple-choice quiz game Kahoot improved students' attitudes toward learning and improved academic performance. In addition, studies have shown that virtual games improve the concentration and attention of ADHD students, help students with dyslexia improve their spatial and temporal attention, and lead to improved reading. Moreover, Dadheech, A. (n.d.) claimed that

educational games are essential to achieving new goals and objectives for interactive learning. It brings children quality skills and knowledge that improve brain, concentration, motor skills, memory, and consciousness.

Knowledge and skills acquired through this type of learning are retained for an extended period. Hence, game-based learning requires games with well-designed and well-implemented learning tasks that combine the learning goals of the educational system with interesting end products for commercial and custom games. Games explicitly designed to educate children can greatly motivate self-learning and problem-solving skills.

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