

ONLINE GAMES, ANYONE?

by:

Mary Grace B. Domingo

Teacher III, New San Jose Elementary School

So much has been thought about online gaming. Most parents think that when their children are playing all they do is play and no intelligence is harnessed with this. Online gaming has been one of the topmost rated activities among students. Why?

There are many reasons, why. First is that it stimulates their minds as the online games include thousands of strategies on critical thinking, spatial and logical activities as well as decision making. With the current ability of the students to become good in the online games comes additional points on their potential intelligence and this makes the online gaming successful and popular.

The online games among the students have been considered by others as negative and have down effects, but it will always be based on how one sees the online games and how one might consider this inside the classroom. Yes, there are schools using some online games as part of their strategies, and these are all modified, innovated, and accepted.

Some teachers may use these personally in their classroom, but some may not be open to criticism. With this, how may one accept the reality that education is geared toward change, as change is an inevitable force that makes everything new, innovative, and motivated, one may focus on thinking about what strategy to enhance and what particular change to insert if it is applicable and appropriate with the student targets, the audience, the age and the nature of internet connectivity?

Remember the following:

Try to focus on more appropriate strategies for the students, even if it is online, modular, or not

The focus of new strategies is to make the lessons more interactive, not boring

Appropriateness must be checked among the strategies and make sure when doing this outside the box thinking, everything is thought of and well planned

With the following on hand, less worry will come to those who want to change the game.

References:

Ling-Tin,F. et. al. (2022). The Effects of User Involvement in Online Games, Game-Playing Time and Display Duration on Working Memory.

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