

IT'S TIME TO LEVEL UP: A CLOSER VIEW ON GAME-BASED LEARNING

by:

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Technology is constantly evolving. The quick development of technology is just one of the numerous reasons why traditional schooling is no longer relevant. Traditional classroom instruction and textbooks lack drive and are superficial and uninspiring. The days of learning exclusively through textbooks are behind us. You know from experience how challenging it is to sustain high levels of student engagement while also adjusting education to meet the requirements of different learner types.

Definitions of game-based learning mostly emphasize that it is a type of game play with defined learning outcomes (Shaffer, Halverson, Squire, & Gee, 2005). It is a teaching method that uses the power of games to define and support learning outcomes. This is accomplished in a game-based learning atmosphere by using instructional games with elements like engagement, quick rewards, and friendly competition. All of this is done to keep students' interest in learning while they play.

The amazing thing about game-based learning is that it can help everyone, from preschool all the way through post-secondary education and beyond. No matter where they are or how they are taught, students can learn. Games created expressly with the intention of educating kids can greatly encourage self-learning and problem-solving abilities. Simply put, game-based learning refers to the incorporation of subject-specific knowledge into games. Be it casual gaming for fun or something more serious, all games are learning tools.

Additionally, knowledge acquired through game-based learning is retained longer than knowledge acquired through other methods. In order for learning to be successful, the student must be fully involved. For game-based learning to be successful, games must be properly designed and contain well-implemented learning assignments. In a well-designed educational game, the learning objectives of the educational system may be merged with the entertaining, finished product of both commercial games and custom made games.

Games undoubtedly teach knowledge, ranging from fundamental to complicated knowledge, where students complete each game level, increasing the difficulty of the tasks. Making sure pupils can move at their own pace so they don't get carried away and lose their bearings is essential to effective learning.

References:

<https://files.eric.ed.gov/fulltext/EJ1090277.pdf>