

NO LONGER JUST A SIMPLE GAME

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Mobile games are games designed exclusively for mobile devices, such as smartphones, feature phones, pocket PCs, personal digital assistants (PDA), tablet PCs, and portable media players. The complexity of mobile games ranges from rudimentary (Snake on ancient Nokia phones) to advanced (3D and augmented reality games).

Parents and teachers may ponder why a child can spend hours playing Minecraft but cannot focus on an app that teaches multiplication facts. Why do some games qualify as "fun" while others do not? There are a plethora of problems associated with the addiction of adolescents to mobile games in the present day. Despite the numerous warnings about the negative effects of mobile gaming, there are positive aspects that instructors and parents can use to foster learning and development.

Parents and instructors must be able to navigate a vast quantity of content and options in order to choose games that will engage children in authentic learning. Here are some efficient criteria:

- Provide players with discretion or options regarding their playing style or game objectives.
- Arouse players' interest, prompting them to ask more questions and ponder how the game works.
- Provide "hard fun" - a level of difficulty that is both engaging and rewarding.

Importantly, these games avoid the trend of "gamification" – a superficial method of augmenting a learning task with extraneous elements such as points, accolades, and

leaderboards. However, these features are frequently used to "trick" children into learning by separating them from the learning experience. Rather, games that emphasize authentic learning emphasize deeper concepts, exploration and experimentation, and the development of a sense of accomplishment by building skills and applying them in real-world contexts.

- Providing feedback to enable the player to form their own understanding of the game's systems.
- Assisting participants in establishing connections with real-world systems and problems, for instance by emphasizing conceptual math over the memorization of addition knowledge.

Even though many adults have a tendency to limit or curtail leisure, enjoyment and education are frequently intertwined. Rather, it may be more challenging to find a high-quality game than it is to assist children in making meaningful connections between their play and the actual world. Adults can also add structure and substance to games by providing opportunities for reflection and conversation.

In addition, the Department of Education released game-based applications that combine enjoyment and education. Through the Minecraft Education Edition: (M: EE) DepEd Active Citizen Campaign, the Department of Education (DepEd), in collaboration with Microsoft Philippines, immersed students, instructors, and parents in a learning environment.

Also, the Department, via the Youth Formation Division (YFD) and Information Communication Technology Service (ICTS), introduced the latest in transformative learning for learners and aspiring young leaders across the nation.

Change and modernization are inevitable. Learners must adjust to the accelerating passage of time. Also, teachers and parents must comprehend what is good and negative

in order to create the optimal environment for each student without sacrificing opportunities.

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