

## "THE POWER OF INTERACTIVE BOARD GAMES AS A MEDIUM OF INSTRUCTION"

*by:*

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Teachers have been exploring with creative ways to improve student engagement and the learning process in recent years. A method that is becoming increasingly popular is using interactive board games as a teaching tool. These games, which were long considered as entertainment, are now proving themselves to be effective instruments for encouraging collaboration, analytical thinking, and an improved understanding of academic subjects.

Students' attention is captured by interactive board games, which offer a dynamic and engaging learning environment. Play provides an interactive dimension to learning and helps make difficult subjects easier to grasp and interesting. Students become naturally effective at acquiring and applying concepts as they actively play the game, making learning a memorable experience. Playing board games presents opportunities for strategic thinking and decision-making, which are very applicable to both academic and practical contexts. Students that play these games gain the ability to think critically and solve problems as they overcome obstacles, come to decisions, and consider possible outcomes. This practical method fosters a proactive attitude to learning and a greater comprehension of the material.

Interactive board games are social activities at their core that promote cooperation and communication among learners. Students learn how to collaborate, communicate clearly, and recognize the importance of collaboration through games. These social skills are essential for preparing students for future interactions in both the professional and

personal areas in addition to academic contexts. The fact that interactive board games can be used for a variety of subjects and academic levels is one of their advantages. Teachers can adapt game-based learning activities to meet the needs and interests of their students while also aligning them with certain learning objectives. Because of this adaptability, games can be creatively and dynamically integrated across academic subjects.

Since every student learns differently, it's possible that some students will not connect with traditional teaching approaches. Multifaceted experiences are offered via interactive board games, which appeal to kinesthetic, auditory, and visual learners. Because games is hands-on, it can fit a variety of preferences and helps students retain information effectively. Even while employing interactive board games in the classroom has many advantages, there may be difficulties at first. Teachers must find a way to combine enjoyment and knowledge while making sure that games support learning objectives. Success also depends on careful planning, clear directions, and instructional integration that is comprehensive.

As education changes, adopting cutting-edge methods is essential to ensuring that students are ready for the complex demands of the future. For educators seeking to create interesting, impactful, and engaging learning experiences, interactive board games present a promising option. Teachers may create dynamic, inquiry-based learning environments in the classroom by utilizing play as a means of imparting critical skills that go beyond textbook knowledge and into the real world.

### *References:*

O'Neill, Daniela K., and Paige E. Holmes. "The Power of Board Games for Multidomain Learning in Young Children." *American Journal of Play* 14.1 (2022)