

The Effects of Game-Based Learning on Student's Performance



Why is this Relevant?

Game-Based Learning opens to students a new way to approach a topic to allow full comprehension in the classroom. I have had experience with Game-Based learning in my classroom and it has helped many of my students relearn or review new/old material, while still having fun.

Qualities of Instructional Games

Artificial Rules: To challenge and Encourage challenge and competition.

Goals and Objectives: Applying curriculum aligned with the instruction presented in class.

Conditions for Success: It is important for the students to feel sense of achievement for understanding the curriculum.

Play and Experimentation

Games or Stimulations involve making choices, giving feedback from the choices and reflection.

Experimentation involves often times failure by the student, which evolves the student in amazing ways.

Failing Forward is a new phrase where most educational games there are going to be times one fails but still allows them to continue to re-practice those skills.



ADVANTAGES

1. Increased Motivation
2. Complex Understanding
3. Reflective Learning
4. Feedback and Self-Regulation
5. Transfer to Real World
6. Learner Buy-In
7. Higher-Order Thinking Skills
8. Learning by Doing

DISADVANTAGES

1. Learning Based Curve
2. Too Much Screen Time
3. Games Aren't Always Created Equally
4. Not Always Aligned to Teaching or Learning Goals

CONCLUSION

Games and simulations can be powerful to the students education while applying curriculum and instruction into a fun environment. Game play should hold an underlying story about students' learning.

SOURCES

Martin, Florence, and Anthony Karl Betrus. Digital Media for Learning, Springer, 2019