

Game-Based Learning in a Higher Education Course: A Case Study with Minecraft Education Edition

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Abstract : This study documents the use of the Minecraft Education Edition application to explore immersive game-based learning environments. We analyze the contributions of fourth-year university students who are pursuing a degree in Administrative Computing at the Universidad Michoacana de San Nicolas de Hidalgo. In this study, descriptive data and statistical inference are detailed using a quasi-experimental design using the Wilcoxon test. The instruments will provide data validation. Game-based learning in immersive environments necessarily implies greater student participation and commitment, resulting in the study, motivation, and significant improvements, promoting cooperation and autonomous learning.

Keywords : game-based learning, gamification, higher education, Minecraft

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