

The Development of Educational Video Games Aimed at Enhancing Academic Motivation and Learning Among African American Males

Authors : Kenneth Philip Jones

Abstract : This dissertation investigates the potential of developing educational-based video games to motivate and engage African American males. The study employed a qualitative methodological approach by investigating African American males who are avid video game players and are currently enrolled at a college or university. The participants were individually and collectively video and audio recorded during the interviews and observations. Situated Learning theory analyzed how motivation and engagement can transfer from a video game to an educational context. The research aims to address the disparities in our educational systems when it comes to providing a culture, climate, and atmosphere that will enable the academic development of African American males. The primary objective of the findings is based on the participants' responses and the data collected to provide recommendations to educators and scholars on how to address the issues that have demoralized African American males in education and provide a platform that will allow for equality in educational development and advancement.

Keywords : video games, motivation, behavioral, learning transfer

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