

## Interactive and Innovative Environments for Modeling Digital Educational Games and Animations

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**Abstract :** Digitization and intensive use of tablets, smartphones, the internet, mobile, and web applications have massively disrupted our habits, and the way audiences (especially youth) consume content. To introduce educational content in games and animations, and at the same time to keep it interesting and compelling for kids, is a challenge. In our work, we are comparing the different possibilities and potentials that digital games could provide to successfully mitigate direct connection with education. We analyze the main directions and educational methods in game-based learning and the possibilities of interactive modeling through questionnaires for user experience and requirements. A pre and post-quantitative survey will be conducted in order to measure levels of objective knowledge as well as the games perception. This approach enables quantitative and objective evaluation of the impact the game has on participants. Also, we will discuss the main barriers to the use of games in education and how games can be best used for learning.

**Keywords :** Bloom's taxonomy, epistemic games, learning objectives, virtual learning environments

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