

Analysing Perceptions of Online Games-Based Learning: Case Study of the University of Northampton

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Abstract : Games-based learning aims to enhance students' engagement with and enjoyment of learning opportunities using games-related principles to create a fun yet productive learning environment. Motivating students to learn in an online setting can be particularly challenging, so a cross-Faculty synchronous online session provided students with the opportunity to engage with 'GAMING': an interactive, flexible and scalable e-resource for students to work synchronously in groups to complete a series of e-tivities designed to enhance their skills of leadership, collaboration and negotiation. Findings from a post-session online survey found the majority of students had a positive learning experience, finding 'GAMING' to be an innovative and engaging e-resource which motivated their group to learn.

Keywords : collaboration, games-based learning, groupwork, synchronous online learning, teamwork

Conference Title : ICQHE 2022 : International Conference on Quality in Higher Education

Conference Location : London, United Kingdom

Conference Dates : July 28-29, 2022