

Integrating Historical Narratives with Merge Games as Tools for Pedagogy In Education

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Abstract : Digital games can act as catalysts for educational transformation in the current scenario. Children and adolescence acquire this digital knowledge quickly and hence digital games can act as one of the most effective media for technology-mediated learning. Mobile gaming industries have seen the rise of a new trending genre of games, i.e., "Merge games" which is currently thriving in the market. This paper analysis on how gamifying historic and cultural narratives with merge mechanics can be an effective way to educate school children. Through the study of how merge mechanics in games have currently emerged as a trend., this paper argues how it can be integrated with a strong narrative which can convey history in an engaging way for education.

Keywords : game-based learning, merge mechanics, historical narratives, gaming innovations

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