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Students' Perceptions on Educational Game for Learning Programming Subject: A Case Study

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Abstract : Educational games (EG) are regarded as a promising teaching and learning tool for the new generation. Growing number of studies and literatures can be found in EG studies. Both academic researchers and commercial developers come out with various educational games prototypes and titles. Despite that, acceptance of educational games still lacks among the students. It is important to understanding students' perceptions of EG, since they are the main stakeholder of the technology. Thus, this study seeks to understand perceptions of undergraduates' students using a framework originated from user acceptance theory. The framework consists of six constructs with twenty-eight items. Data collection was done on 180 undergraduate students of Universiti Teknologi Malaysia, Kuala Lumpur using self-developed online EG called ROBO-C. Data analysis was done using descriptive, factor analysis and correlations. Performance expectancy, effort expectancy, attitude, and enjoyment factors were found significantly correlated with the intention to use EG. This study provides more understanding towards the use of educational games among students.

Keywords : educational games, perceptions, acceptance, UTAUT
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