

## **Serious Game as a Performance Assessment Tool that Reduces Examination Anxiety**

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**Abstract :** Over the past few years, tremendous evolutions have happened in the educational discipline. Serious game, which is regarded as one of the most important inventions is being widely for learning purposes. Serious games can be used to negate the various drawbacks that the current evaluation and assessment methods have, like examination anxiety and the lack of proper feedback given to the learners. This paper proposes serious game as a tool for conducting evaluations and assessments. The examination anxiety faced by learners can be reduced, as they are provided with a game as an examination. The serious game also tracks learner's actions, records them and provide feedback based on the predefined set of actions according to the course objectives. The appropriate feedback given to the learner will help in developmental activities in the learning process.

**Keywords :** serious games, evaluation, performance assessment, examination anxiety, performance feedback

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