

Study of Education Learning Techniques and Game Genres

Authors : Khadija Al Farei, Prakash Kumar, Vikas Rao Naidu

Abstract : Games are being developed with different genres for different age groups, for many decades. In many places, educational games are playing a vital role for active classroom environment and better learning among students. Currently, the educational games have assumed an important place in children and teenagers lives. The role of educational games is important for improving the learning capability among the students especially of this generation, who really live among electronic gadgets. Hence, it is now important to make sure that in our educational system, we are updated with all such advancement in technologies. Already much research is going on in this area of edutainment. This research paper will review around ten different research papers to find the relation between the education learning techniques and games. The result of this review provides guidelines for enhanced teaching and learning solutions in education. In-house developed educational games proved to be more effective, compared to the one which is readily available in the market.

Keywords : education, education game, educational technology, edutainment, game genres, gaming in education

Conference Title : ICCSEE 2017 : International Conference on Computer Science and Electronics Engineering

Conference Location : Venice, Italy

Conference Dates : August 14-15, 2017