

Using Educational Gaming as a Blended Learning Tool in South African Education

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Abstract : Based on the Black Swan and Disruptive Innovation Theories, this study proposes an educational game based learning model within the context of the traditional classroom learning environment. In the proposed model, the perceived e-learning component is decomposed into accessibility, perceived quality and perceived usability within the traditional rural classroom environment. A sample of 92 respondents took part in this study. The results suggest that users' continuance intention is determined by both economic and grassroots internet accessibility, which in turn is jointly determined by perceived usefulness, information quality, service quality, system quality, perceived ease of use and cognitive absorption of learning.

Keywords : blended learning, flipped classroom, e-learning, gaming

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