

Evaluating the Effectiveness of Digital Game-Based Learning on Educational Outcomes of Students with Special Needs in an Inclusive Classroom

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Abstract : The inclusion of special needs students in a classroom is prevailing gradually in developing countries. Digital game-based learning is one the most effective instructional methodology for special needs students. Digital game-based learning facilitates special needs students who actually face challenges and obstacles in their learning processes. This study aimed to evaluate the effectiveness of digital game-based learning on the educational progress of special needs students in developing countries. The quasi-experimental research was conducted by using purposively selected sample size of eight special needs students. Results of both experimental and control group showed that performance of the experimental group students was better than the control group students and there was a significant difference between both groups' results. This research strongly recommended that digital game-based learning can help special needs students in an inclusive classroom. It also revealed that special needs students can learn efficiently by using pedagogically sound learning games and game-based learning helps a lot for the self-paced fast-track learning system.

Keywords : inclusive education, special needs, digital game-based learning, fast-track learning

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