Motivating Skill Development for Student Enhancement Through Educational Gamming

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Abstract

The Internet can be perceived as a two-edged sword for learning purpose. Teachers and students can acquire backings from the tremendous amount of information that is easily accessible to them. Internet has turn into a reckless and competent tool for educational and research purpose. However it has many adverse effects also. The main drawback of internet is spending more time on social networking sites, playing online games, plagiarism in assignments etc. Internet has also changed the way teaching methods were adopted by traditional classroom teaching. Playing games has been considered as one of the major disadvantage of the Internet. Students are very likely to get attracted towards some interesting games. Typical to their life style, students are increasingly seeking more interesting and engaging classroom environment rather than boring traditional class room teaching. This gives an idea of why not design and use educational games similar to one popular in internet and television shows so that they don’t have to sacrifice their interest (hobby) and also involve themselves into learning activity. Convincing students to study material is a frustrating and challenging task for the teachers. To overcome these problems, we have to design a game with learning outcome. While playing the game student must have gained some kind of understanding and information. Let us say we have designed such game, and then next question is how to use and where to deploy those games so that maximum number of users can benefit from that. Integrating the technologies available in the existing class rooms and open source learning management system Moodle as platform to deploy and play educational games entertainingly. This paper explains integrating technology and games similar to the most popular TV show “Who will be a millionaire” and interesting classroom evaluation methods to actively engage students in classroom activities which can enhance their learning in higher education

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