DIGITAL GAMES AS AN INSTRUCTIONAL STRATEGY IN TEACHING

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Classrooms today look very different from the classrooms 10 years, 20 years and 30 years ago. The settings should follow what our pupils embody this year, the year of Technology. Based on a study, children play video games at an average of 4-6 hours a day, thus, using Digital Game in the classroom might be of help in increasing over-all learning in classes.

In line with this, digital game-based learning is now a prominent teaching method, thus technology should be made available to every classroom. Teaching and learning combined with game-based or Digital Game based learning is a proven positive factor in improving engagement, motivation and overall educational achievement of learners.

It helps every child succeed in his education. The game requires players to solve complex problems, work collaboratively and communicate with others in both online and offline environments.

What are the benefits of Digital Games in teaching and learning?

1. Digital Games motivate and engage learners. Game is so engaging because of its multimodality. It uses lighting, movement, sounds and images that attracts and maintains attention.
2. Digital Games often require Team Work. Most of our schools cannot provide a computer one by one to its pupils thus they are grouped. Each group will be given ample time to finish its work thus, it will require teamwork and cooperation among team members.
3. Education Technology automates feedback and Progress Recording. Digital games can provide an easy progress chart among player after each game ended. It will give its feedback every time the game is being played. Teachers can use these data to see how far each student develops and make sure that game is helping them progress at the right level.

4. Digital Play promotes creativity and Lateral Thinking. It is a powerful way in facilitating creativity because it lowers the barriers of established behavioral norms and routine thus offering a new set of rules and creative ways on solving problems.

5. Learning through Simulation encourages experimentation and risk taking. By playing games, students can understand and learn a new concept or idea, take on a different perspective or experiment with different options or variables.

6. Computers can personalize and differentiate context. You can easily personalize learning of every student through real-time analytics that can pinpoint student’s strengths and weaknesses thus improving the teaching and learning process.

7. Students need digital literacies for the jobs of the future. It can engage learners to practice what is taught and experienced in class and they can use in the future. Digital Games can simulate different works and jobs that can be useful for them.

Digital games have the potential to boost engagement and increase motivation among learners in the classroom. It will be of great help to teachers and educators in their delivery of learning.
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