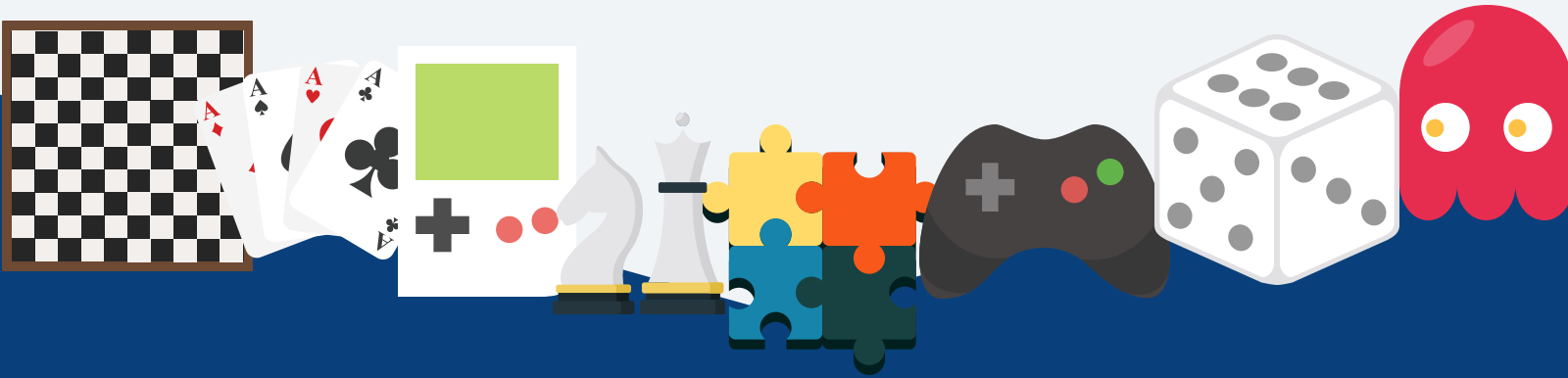


# GAME-BASED LEARNING

## Reasons Why You Need To Use Games To Teach Your Students



### 5 Educational Benefits of Digital Games for Learning

Games are an effective way to combine curriculum with interactive and engaging design methods (Prensky, 2003)

1

Game Play increases motivation with students for academic achievement (Plass, Homer, & Kinzer, 2015)

2

Game based learning allows students to attempt difficult tasks without the fear of failure (Plass, J. L., Homer, B. D., & Kinzer

3

Allows for assessments completed through gaming to be recorded and reviewed for further instruction. (Perrotta, Featherstone, Aston, & Houghton, 2013)

4

Including Game-Based learning in Instruction creates the ability for students to gain Intrinsic motivation for succeed. (Habgood, 2007)

5

**#1: Games can be included in Social Studies classes like using iCivic to engage students with Economics**

Examples

**#3: Allowing students to learn through games like Minecraft will help students become more familiar and feel safe to try and execute various tasks instead of feeling defeated.**

Examples

**#4: Using games to review concepts in Social Studies classrooms like kahoot, quizziz, and Blooket help determine the level of mastery and allow for better instructional practices for teachers.**

Examples

Prensky, M. (2003). Digital game-based learning. *Computers in Entertainment (CIE)*, 1(1), 21-21.

Plass, J. L., Homer, B. D., & Kinzer, C. K. (2015). Foundations of game-based learning. *Educational Psychologist*, 50(4), 258-283.

References

Perrotta, C., Featherstone, G., Aston, H., & Houghton, E. (2013). Game-based learning: Latest evidence and future directions.

Slough: NFER.  
Habgood, M. P. J. (2007). *The effective integration of digital games and learning content* (Doctoral dissertation, University of Nottingham).

Reference