

Do Educational VIDEO GAMES ACTUALLY WORK?

As video games become increasingly popular tools in the classroom, it begs the question: Do they actually work?

While the jury is still out, some studies have found several benefits to gaming; however, some teachers are still skeptical.

QUICK LOOK

K-5 teachers report higher use (57%)



than middle school teachers (38%)

18% of teachers use games in class on a daily basis, according to one study.

52% of young people have played educational video games.

70% of young people believe playing video games could be good for kids.

95% of teachers use digital games that were created specifically for educational use.



THE BENEFITS

In addition to students enjoying video games, some studies conclude that they do have their benefits.



91% Kids are familiar with video games. 91% of school-aged children (ages 2-17) in the U.S. play electronic games.



In today's world, the more comfortable a child is with technology, the better equipped he or she will be to stay on top of it.



At a basic level, video games teach simple hand-eye coordination and motor control.



Games break down tasks, allow learners to control their navigation of the games, and can adapt to the pace of the learner.



Video games can improve visual-spatial skills.



Some video games encourage kids to be helpful and friendly.

Certain computer-based games can boost working memory capacity and knowledge retention.

70%

of teachers said using educational video games increases student engagement.

60%

of teachers say using digital games helps personalize instruction, better assess knowledge and collect helpful information.



A 2009 study found that children who play educational video games are less likely to develop attention problems in school.



Some teachers aren't prepared or trained to use technology, like video games, effectively.



Funding can be a major issue for teachers who want to use video games in the classroom. Many have to pay for the gaming sites.

50%

of teachers say cost is the number one barrier.

46%

have access to technology resources, which is another major barrier.

CONCERNS

There's little conclusive proof that educational video games work, and teachers are skeptical.

While students may enjoy playing games, they may forget the skills learned in the game when they're tested later. **TIME**



Violence in video games can contribute to social behavior problems. A number of experiments show that people feel more hostile after playing in simulated real-life, violence situations.



Some teachers and schools believe that other classroom necessities, like books, should be prioritized before wants, like video games.



Since students play video games at home, teachers say some parents don't want their kids spending more time playing video games at school.

It can be difficult for teachers to monitor every student and make sure each one is on a gaming level that isn't too difficult or too easy.



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