

How Can Games Help In Education



Why bring electronic games into the classroom?

<p>It's cost-friendly educational technology (think free!)</p> <p>When used about 10-15 minutes in class, administrators can find it to be a cost-effective investment.</p> <p>With proper implementation, it can be a cost-effective investment.</p>	<p>Kids love games!</p> <p>It's hard to blame parents when 25-30% of US play electronic games.</p> <p>It's hard to blame parents when 25-30% of US play electronic games.</p>	<p>They're fun!</p> <p>They're fun!</p> <p>They're fun!</p>
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How do games help kids learn?

According to British University neuroscientist Paul Howard-Jones, it's all about the dopamine.

<p>Computer games stimulate the brain to produce dopamine.</p>	<p>Dopamine helps retain attention and encourages the creation of connections between neurons.</p>	<p>These connections, or synapses, are the neural basis for learning.</p>
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Why do games motivate kids?

<p>Students are active, manipulating objects and variables.</p>	<p>Students are engaged in experiential learning.</p>	<p>Students have control over their actions.</p>
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Games get students engaged

In a Scottish study, 19 schools found that game-based learning improved student engagement.

Teachers observed that the game playing taught homework and life skills, including:

<p>Problem solving</p>	<p>Collaboration</p>
<p>Communication</p>	<p>Negotiation</p>

When 3,500 Chinese students used an English language learning course that included digital games,

95% of teachers said the program helped improve student motivation.

Students are seeing real results

A study by 350 international Chinese test takers in the world's largest Learning, a computer program that includes games like online exercises, were assessed.

5.5 points higher in percentile ranking (50th vs. 55.5th percentile) on the Northwest Evaluation Assessment test than those who didn't.

Games used in classrooms

<p>Grades 3-9</p> <p>Discover Babylon: Teaches history with language and multiple environments.</p>	
<p>Grades 9-12</p> <p>Be Mosaic: Teaches science by having players fight against cancer cells in an environment.</p>	
<p>College students</p> <p>StarCraft: A new research course offered by University of Florida uses this game to help with critical thinking, problem solving, resource management and strategic decision making.</p>	

The latest craze: Mobile Edu-Apps

In a recent analysis of the educational category of apps in Apple's App Store

<p>Over 60% of the top-selling paid education apps target children.</p>	<p>Between 2009 and 2011, apps targeting preschool and elementary age children has risen from 47% to 72%.</p>
<p>Apps for toddlers/preschoolers are the most popular category, with 58% of revenue.</p>	

Best-selling Edu-App: "Curious George at the Zoo"

This app, which was downloaded over 200,000 times in the first 30 days in the App store, reached the top 100 best-selling apps in the App store, and, most notably, it was downloaded over 200,000 times.

Still a Hit 4 Decades Later: "The Oregon Trail"

The Oregon Trail has been a hit for decades. It was the first educational game to be downloaded over 100,000 times in the App store. It was also the first educational game to be downloaded over 100,000 times in the App store.

Listen to the kids

In a government poll of young people,

more than 52% had played educational video games and less surprisingly, 70% thought playing video games could be good for kids.

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Sources

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