Factors Affecting the Acceptance of Game-based Learning

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Abstract

Education is the process of teaching, educating and developing strategies of learning through developing skills, character and knowledge. Educational games and edutainment are educational methods introduced in educational systems to bring out the creativity and mentality of learners in the society. These technological learning systems engage the student to learn by full computer control through colorful animation and interactive learning methods. The aim is to develop the skills of the students technologically using shapes, visuals, multimedia, video, digital games etc, to try to draw out what is in the mind of the learners, thus improving their skills and ability to obtain more knowledge. Different researchers have expressed their views for and against the usefulness or relevance of educational games and edutainment in learning. Reported in this paper, is a survey of edutainment and educational games, their benefits, drawbacks and factors affecting the use of these technologies in education.

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Index Terms

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Keywords