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Digital games in education and their development (Conference Paper)

Kostolny, J. ✉, Bohacik, J. ✉

Department of Informatics, University of Zilina, Zilina, Slovakia

Abstract

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As a result of the rapid increase in the access of internet and modern technologies by end-users, there are more and more children getting in touch with them at a very early age. Often this contact is uncontrolled and therefore this phenomenon is considered negative by the society. A great deal of time spent on screens is dedicated to playing digital games on various platforms. Therefore, this paper is focused on digital games, their often overlooked positive effects on children and their possible utilization in the educational process. Technologies which can be applied for the design and implementation of digital games making use of educational components have become important research areas. Thanks to the combination of games and educational elements, pupils can be strongly motivated. The added benefit is thus the increased attractiveness of the curriculum whose understanding is strengthened by pupils in an entertaining form. Our work provides a proposal for an educational portal where it is possible to include a module of educational games with the use of modern technologies. © 2017 IEEE.

Author keywords

digital game educational portal game modes

Indexed keywords

Engineering controlled terms: Computer games Education computing

Compendex keywords Design and implementations Digital games Educational game Educational portals Educational process game modes Modern technologies Time spent

Engineering main heading: E-learning

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