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Digital Games in Education and their DevelopmentBy: [Kostolny, J](#) (Kostolny, Jozef)^[1]; [Bohacik, J](#) (Bohacik, Jan)^[1]Book Group Author(s): [IEEE](#)**2017 15TH IEEE INTERNATIONAL CONFERENCE ON EMERGING ELEARNING TECHNOLOGIES AND APPLICATIONS (ICETA 2017)**

Pages: 209-214

Published: 2017

Document Type: Proceedings Paper

Conference

Conference: 15th IEEE International Conference on Emerging eLearning Technologies and Applications (ICETA)

Location: SLOVAKIA

Date: OCT 26-27, 2017

Sponsor(s): IEEE Czechoslovakia Sect; Elfa

Abstract

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.

KeywordsAuthor Keywords: [educational portal](#); [digital game](#); [game modes](#)**Author Information**

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IEEE, 345 E 47TH ST, NEW YORK, NY 10017 USA

Categories / Classification

Research Areas: Computer Science; Engineering; Robotics

Web of Science Categories: Computer Science, Hardware & Architecture; Computer Science, Interdisciplinary Applications; Engineering, Electrical & Electronic; Robotics

Document Information

Language: English

Citation Network

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