

DIGITAL GAMES FOR LEARNING: WHERE TO ACCESS?

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Abstract

Technology is inevitable; it improves every aspect of our daily lives, starting with how we communicate, work, and wrap up our daily tasks. It simplifies our daily lives and plays a remarkable role in education. A digital game is an interactive programme designed for one or more players and intended to provide entertainment, at the very least, and possibly more. This generation of learners is familiar with the electronic devices available to them. They require effective and interactive experiences that encourage them to participate actively in the learning process. Digital game-based learning (DGL) is one of the methods for accomplishing this. It is designed to produce learning outcomes by balancing subject matter and gameplay. DGL can increase students' success by keeping them interested in the subject. To increase students' knowledge, DGL can be an effective educational tool. DGL keeps the learners enthusiastic in the teaching-learning process. It also improves students' learning performance. There are numerous digital games available for learning any subject. Teachers must choose and implement a specific game based on their learning objective. Finding appropriate games is more complex for having a lot of websites available for learning different subjects. This article discusses various digital game sources, how to find games for particular subjects, and how to access all games. Additionally, we look at how DGL improves the learning process and the benefits of digital games for learning.

Keywords: Digital games, Digital game-based learning, Sources of digital games

INTRODUCTION

Technology has caused revolutionary changes in all aspects of life, including education. However, technology still needs to be fully integrated into the educational system. Educational technology has become essential for today's students because it allows them to study much faster (Tariq, n.d.). Even though many technologies are available for teaching and learning, many issues in implementing technology in education exist. We need to start preparing students for the future in school. Games can be an enjoyable way to begin, end, or break up a lesson (Purcell, 2022). A learning game is created to convey the learning material explicitly contained expressly within the game. By utilising the players' skill and subject knowledge, they offer rich content that is both engaging and motivating (Rodrigo, 2018).



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