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Teaching Through Motivation in Video Games

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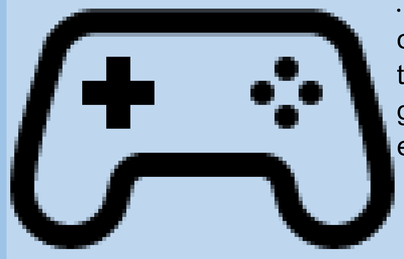
Abstract

Video games are fast becoming one of the biggest entertainment industries in the world, as a result of using effective game mechanics and efficient techniques to increase consumer engagement with the platform. Due to this increase in popularity, the education industry is beginning to look towards using video games as an effective tool to provide high standard education and aid learning, either via incorporating game mechanics into lesson plans to improve the attention of students or even using video games in the classroom to teach a subject. Despite the benefits Video games provide to education, there is still concern over the health effects of using video games, ranging from the physical such as situations of causing damage to the eyes to the mental and emotional ill effects such as addiction and encouraging violence. As a result, further evaluation would be required to ensure all possibilities are accounted for.

Conclusion

- Video Games are developed with Motivational features and mechanics such as rewarding progress to ensure users continue to play and be indulged in the game.
- Languages are a key component of day to day life with teaching in a classroom becoming repetitive and stale.
- Incorporating Video Games into teaching subjects at home has proven popular in the past. [2]
- Motivation is a key aspect of learning. Without motivation to direct to a particular goal, the learner may lack the effort to learn effectively. [3]



https://icons8.com/icon/43808/game-controller

Introduction

A strong Education is key to success in the future for everyone, with the majority of the time resulting in having effective teaching methods encouraging strong learning. While Video games have in the past been a direct rival to the time spent in education, by encouraging gaming over learning, both industries are beginning to link to encourage teaching with video games and their mechanics.

https://www.gamestm.co.uk/wp-content/uploads/2015/01/super-mario-world-glitch-2.jpg

Aims & Objectives

Aims

- To Investigate the Mechanics used in Video Games to Motivate the user.
- To Implement the results of the Investigation in a Teaching Solution.

Objectives

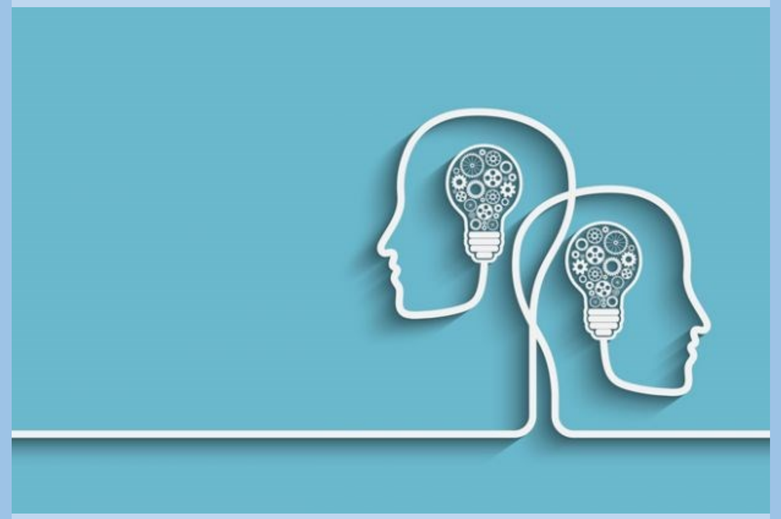
- Play Video Games from Different Genre's to experience the Motivational Mechanics.
- Research into Efficient Mechanics deployed by Developers.
- Produce a Report, detailing the results of the investigation.
- Produce a Educational Game, deploying the mechanics to attempt to motivate learning.

Methods

In order to investigate the motivational mechanics of video games, these are some of the methods that will be used:

- First Hand Experience
- Review of Existing Literatures
- Surveys

And due to time and ability constraints, the Waterfall Method is the currently selected methodology for the Application Development. The Waterfall Method entails a sequential development of an application, traversing through each phase without requiring iteration. Beginning with the Requirements, Analysis and Design phases before moving on to the Coding, Testing and Maintenance phases. [1]



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References

[1]"What is waterfall model? - Definition from WhatIs.com." [Online]. Available: http://searchsoftwarequality.techtarget.com/definition/waterfall-model. [Accessed: 04-Oct-2017].

[2]"Exercising the brain is the name of the game | IOL Business Report." [Online]. Available: https://www.iol.co.za/business-report/technology/exercising-the-brain-is-the-name-of-the-game-906075. [Accessed: 04-Oct-2017].

[3]"How Motivation Affects Learning and Behaviour | Education.com." [Online]. Available: https://www.education.com/reference/article/motivation-affects-learning-behavior/. [Accessed: 04-Oct-2017].