



1. INTRODUCTION

The lives of individuals worldwide have been permanently altered due to the rapid development of technologies. Technology is currently the primary means of entertainment, communication and is commonly used within employment and education [1][2][3].

Education software has become commonplace within lessons they can be categorised into groups based on the way they are used and what they allow the user to achieve.

2. HYPOTHESIS

Using innovations in new technologies will reinforce and improve the learning of children. The use of games improves engagement and understanding of taught subjects and topics which can be facilitated through computing solutions in the form of computer-games.

3. OBJECTIVES

1. Conducting specific and extensive research into how students learn.
2. To understand the processes of designing and producing an educational computer-game.
3. To produce a working educational computer game using unity.
4. Carryout a survey on educators before development
5. Carry out personal interviews with educators who played the game.

4. First Initial Servery

The first servery that was conducted with educators and individuals who work within an educational environment proved highly useful as it provided insight into the use of videogames and other electronic tools

17. With regard to your views on using video-games as a resource for teaching how much do you agree with each of the statements

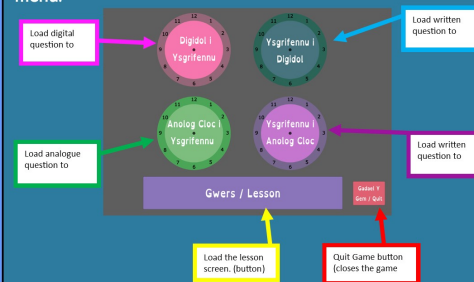
[More Details](#)

Strongly Disagree Disagree Neither Agree or Disagree Agree Strongly Agree



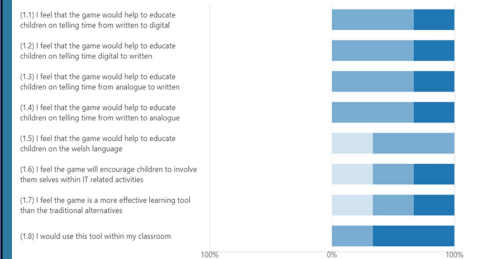
5. DEVELOPMENT

The development was done in unity as it allowed for a visual style and a nice user interface that the student could use to create what she needed to. Below is an image of the main menu.



6. Personal Interviews

A final series of personal interviews were conducted to find out if the game was a success and all of the improvements that could be made.



7. CONCLUSION

The aim of the project to develop a working computer game within the welsh language was a success. The surveys conducted before the development of the game proved useful. The personal interviews were incredibly insightful providing tips and comments on ways to improve the game.

The positive feedback indicated that educational videogame can educate and encourage learning.

References:

- [1] M. Castells, The Internet Galaxy: Reflections on the Internet, Business, and Society - Manuel Castells - Google Books, 2nd ed. 2003.
- [2] Nick Ismail, "How technology has changed the world of home entertainment," information age, Dec. 27, 2017. <https://www.information-age.com/technology-changed-world-home-entertainment-123470132/> (accessed Jan. 29, 2021).
- [3] T. Hooley, "How the internet changed career: framing the relationship between career development and online technologies," Natl. Inst. Career Educ. Couns., vol. 29, Oct. 2012.