In the 2022s, it is clear that children now spend most of their days in front of the screen. During screen time, playing games is one of the most important activities of children. However, technology is developing day by day and innovations are quickly becoming a natural part of life. Therefore, children now need to be creative people who produce innovation, rather than just consuming themselves with the digital content offered to them. For this reason, students need to improve their creative thinking skills. Also, they need guidance for producing with technology. As a result, it was determined that there was a statistically significant difference in the creative thinking skill scores of those who designed their own educational game.