More attention is being paid to the use of technology to access students' cognitive abilities and learning in order to help them have successful personal and academic lives. Trainers or practitioners in schools need to identify practical tools that may be arranged inside the classroom in the context of assisting students' learning as technology has begun to permeate educational programs [1].

For students of all ages, enjoyment and amusement, such as in games, are motivating elements. Many different institutions have employed education that is based on various game systems or gaming methodologies. It is a simpler approach to comprehend and learning. A poll found that 54% of kids at the elementary level favor gaming-based learning.[1]

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