The Qualities of Games for Use in Education and Early Development

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Chapter 2: Literature Study

Gamification of Learning

* Discuss how gamification links to learning and what gamification is as well as how it typically works
* Link some qualities here
* Sources:
  + Karl Kapp book (is available @bib)

Effects of Games (Both in General and During Early Development)

* Discuss how games affect the user
* Mention examples from case studies
* Sources:
  + The Effect of Adventure Video Games on The Development of Student’s Character and Behavior (Kristiadi, Hasanudin, Sutrisno and Suwarto, 2019)
  + The best game in the world: Exploring young children’s digital game -related meaning-making via design activity (Mertala & Meriläinen, 2019)
  + A Meta-Analysis of the Cognitive and Motivational Effects of Serious Games (Wouters , Van Nimwegen, Van Oostendorp and Van der Spek, 2012)
  + Extensive childhood experience with Pokémon suggests eccentricity drives organization of visual cortex (Gomez, Barnett, Grill-Spector, 2019)

Games Suited for Education

* Make use of case studies here
* Bulk of the qualities will come out here
* Sources:
  + Ludology from Representation to Simulation (Frasca, 2002)
  + Simulation versus narrative: Introduction to Ludology (Frasca, 2013)

The Use of Games in Learning

* Essentially summarise the qualities here
* Add on with academic studies instead of case studies
* Sources:
  + Computer Games in Education (Mayer, 2019)
  + Learning by Teaching versus Learning by Doing: Knowledge Exchange in Organic Agent Systems (Fisch, Janicke, Kalkowski and Sick, 2009)
  + Serious Games for education and training (De Gloria, Bellotti, Berta, Lavagnino, 2014)

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