

The use of serious games and the attitudes of teachers towards them in Secondary Education in Greece.

* Υποδεικνύει απαιτούμενη ερώτηση

This section includes demographic questions.

1. Which age group do you belong to? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ 25-34
- ☐ 35-44
- ☐ 45-54
- ☐ Above 55

2. What's your gender? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Male
- ☐ Female
- ☐ Άλλο: _____

3. Which subject(s) are you currently teaching? *

Επιλέξτε όλα όσα ισχύουν.

- ☐ Math
- ☐ Modern Greek language
- ☐ Foreign language (English, German, etc.)
- ☐ Computer science
- ☐ Physics
- ☐ Chemistry
- ☐ Biology
- ☐ Άλλο: _____

4. How many years have you been working as a teacher? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ 1-5 years
- ☐ 6-10 years
- ☐ 11-15 years
- ☐ More than 15 years

This section includes questions regarding your level of familiarity and your habits related to the use of technology.

5. How familiar are you with using a computer? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Not at all
- ☐ Slightly familiar
- ☐ Moderately familiar
- ☐ Very familiar
- ☐ Extremely familiar

6. How familiar are you with using the Internet? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Not at all
- ☐ Slightly familiar
- ☐ Moderately familiar
- ☐ Very familiar
- ☐ Extremely familiar

7. How familiar are you with using digital technology? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Not at all
- ☐ Slightly familiar
- ☐ Moderately familiar
- ☐ Very familiar
- ☐ Extremely familiar

8. How often do you use Information and Communication Technologies (ICT) in the classroom? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Rarely or never
- ☐ Less than once a month
- ☐ A few times a month
- ☐ A few times a week
- ☐ Everyday

9. How often do you use a computer or other devices in your daily life? (e.g., mobile phone, tablet) *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Rarely or never
- ☐ Less than once a month
- ☐ A few times a month
- ☐ A few times a week
- ☐ Everyday

10. How often do you play video games in your daily life? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Rarely or never
- ☐ Less than once a month
- ☐ A few times a month
- ☐ A few times a week
- ☐ Everyday

11. Which device do you use most often to play video games? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Personal computer (PC)
- ☐ Mobile phone
- ☐ Tablet
- ☐ Game console
- ☐ Handheld game console
- ☐ No device
- ☐ Άλλο: _____

12. What type of games do you prefer to play? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Puzzle
- ☐ Fighting
- ☐ Sports
- ☐ Action/ Adventure
- ☐ Platform
- ☐ Strategy
- ☐ Shooter
- ☐ None, I do not play games
- ☐ Άλλο: _____

This section includes questions regarding the knowledge of serious games as well as their use in the educational process.

It is reminded that serious games in the educational sector are used as a digital teaching tool across various knowledge fields, such as in the teaching of mathematics, history, art, etc.

13. Were you familiar with the term 'serious games'? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Yes
- ☐ No

14. Is the term 'digital educational games' more familiar to you? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Yes
- ☐ No

15. Have you ever played a serious game in your daily life? *

Να επισημαίνεται μόνο μία έλλειψη.

☐ Yes

☐ No

16. Have you ever used a serious game to teach a subject in the classroom? *

Να επισημαίνεται μόνο μία έλλειψη.

☐ Yes

☐ No

17. How often do you use a serious game to teach a subject in the classroom? *

Να επισημαίνεται μόνο μία έλλειψη.

☐ Never

☐ Less than once a year

☐ A few times a year

☐ A few times a month

☐ A few times a week

18. Are there available facilities to support teaching with serious games at your school? (e.g., computer lab or access to computers in the classroom) *

Να επισημαίνεται μόνο μία έλλειψη.

☐ Yes

☐ No

19. Do you have access to these facilities that can support teaching with the use of serious games? *

Να επισημαίνεται μόνο μία έλλειψη.

☐ Yes

☐ No

20. Which subjects do you consider most suitable for the use of serious games in the classroom? (You may add any other subject not included in the list below) *

Να επισημαίνεται μόνο μία έλλειψη.

☐ Math

☐ Modern Greek language

☐ Foreign language (English, German, etc.)

☐ Computer science

☐ Phsysics

☐ Chemistry

☐ Biology

☐ Άλλο: _____

This section includes questions regarding your attitudes and opinions as educators towards the use of serious games in the educational process.

21. The following statements concern teachers' attitudes towards the use of serious games in the classroom. For each statement, please indicate the extent to which you agree or disagree.

*

Να επισημαίνεται μόνο μία έλλειψη ανά σειρά.

	Strongly disagree	Disagree	Neither agree nor disagree	Agree	Strongly agree
I am interested in using serious games in my classroom.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am excited about using serious games in my classroom.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I feel comfortable using serious games in my classroom.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am against the use of serious games in my classroom.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

22. The following statements concern the reasons why a teacher would choose learning through the use of serious games in the classroom. For each statement, please indicate the extent to which you agree or disagree.

*

Να επισημαίνεται μόνο μία έλλειψη ανά σειρά.

	Strongly disagree	Disagree	Neither agree nor disagree	Agree	Strongly agree
The use of serious games in the classroom can help students maintain their attention during learning.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The use of serious games in the classroom can foster students' confidence and self-esteem, making them more independent in their learning.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Serious games can make learning more enjoyable for students.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The use of serious games in the classroom provides students with	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**motivation to
learn.**

**Teaching
through
serious
games
strengthens
students'
sense of
teamwork
and
collaboration.**

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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**Certain
serious
games allow
students to
collaborate in
solving
problems
that could
not be
addressed
individually.**

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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**Through the
use of
serious
games,
students
have the
opportunity
to learn from
their
mistakes.**

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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**Through the
use of
serious
games, I can
provide
students with
problems to
solve that are
related to the
subject
matter being
taught.**

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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**Serious
games are**

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
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useful
because they
provide the
opportunity
for
immediate
feedback.

The use of
serious
games for
teaching
purposes
increases the
retention of
learning
content.



23. The following statements concern teachers' concerns regarding the use of serious games in the classroom. For each statement, please indicate the extent to which you agree or disagree.

*

Να επισημαίνεται μόνο μία έλλειψη ανά σειρά.

	Strongly disagree	Disagree	Neither agree nor disagree	Agree	Strongly agree
Serious games have the potential to capture students' attention, but not necessarily to help them acquire knowledge.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Serious games are ineffective when the teaching content is complex and high-level skills are required.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Serious games, even if they are educational, distract students.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The use of serious games in the classroom is a waste of time.					

The use of serious games in the my classroom is a waste of time.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The use of serious games in my classroom may be criticized by others (parents, other teachers, etc.).	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

This section concerns the benefits of serious games in the classroom.

The following options concern the educational benefits that arise from the use of serious games in the classroom. Please indicate the degree of importance that each of the following benefits represents, according to your opinions and knowledge.

24. *

Να επισημαίνεται μόνο μία έλλειψη ανά σειρά.

	Not important at all	Slightly important	Moderately important	Quite important	Very important
Enhancement of motivation for learning.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Provision of assistance in learning.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Promotion of cooperation among students.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Development of modern skills.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Development of problem- solving skills.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Provision of personalized teaching.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Provision of support for each student's different needs.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Enhancement of learning and engagement through elements of fun.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Development of students' imagination.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Enhancement of	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

This section concerns your final thoughts.

25. How receptive do you think the Greek audience is regarding the use of alternative learning tools, such as serious games? *

Να επισημαίνεται μόνο μία έλλειψη.

- ☐ Not at all
- ☐ Slightly reseptive
- ☐ Moderately receptive
- ☐ Very receptive
- ☐ Extremely receptive

26. Is there anything else you would like to share regarding your experiences, opinions, or suggestions about serious games in the educational process? *
- (Your response to this question is optional.)

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