

CHAPTER 1

Introduction

Educational games have become increasingly popular as a tool for enhancing learning and improving academic performance among students. These games are designed to be interactive, engaging, and fun, while also providing educational content that helps students learn and understand various subjects. Educational games can also be used to reinforce concepts taught in the classroom, providing students with a way to practice and apply what they have learned in a fun and engaging way. This can be especially helpful for students who struggle with traditional teaching methods or have difficulty staying focused in class.

Studies have shown that games can help students develop problem-solving skills, improve their attention span and memory retention, and increase their motivation to learn. Educational games can make learning more engaging and fun, which can lead to higher levels of student engagement and motivation. When students are more engaged, they are more likely to learn and retain information. Educational games can encourage students to think creatively and develop innovative solutions to problems. This can help them become more effective learners and prepare them for the challenges of the future.

Playing educational games, according to some research is beneficial. It enables the mind of the players to be more active, especially those puzzle-based games. It helps the player to come up with decisions in tight situations. A game should not be regarded as a marginal activity filling in odd moments when the teacher and class have nothing better to do. Games should be used at all the stages of the lesson provided that they are suitable and carefully chosen. Games also lend themselves well to revision exercises helping learners recall material in a pleasant, Entertaining way.

Educational games have been developed with specific learning outcomes in mind. Game-based learning occurs in educational games, making educational games an umbrella term for both the act of learning and the method of education. All types of games may be used in an educational environment, however educational games are games that are designed to help people learn about certain subjects, expand concepts, reinforce development, understand a historical event or culture, or assist them in learning a skill as they play.

Background of the study

Educational games are games designed with the purpose of promoting learning and education. These games are specifically created to enhance the learning experience of players, often by providing them with engaging and interactive content that supports their cognitive development. Educational games can take many forms, including board games, card games, video games, and mobile apps. They can cover a wide range of subjects, including math, science, history, geography, and language learning.

Educational games can be a powerful tool for enhancing student learning. They provide an engaging and interactive way for students to learn new concepts and skills, and can help to increase motivation and interest in the subject matter. Educational games are those designed to teach people about a specific subject or a specific skill. They are made predominantly for kids and students of all ages, and can be used both inside the classroom and out. Educational games are a subset of serious gaming. Educational games can be used to teach a wide range of subjects and skills, from math and science to social studies and language arts. This makes them a versatile and flexible tool for teachers to use in the classroom.

Research has shown that educational games can have a positive impact on student learning outcomes. Studies have found that students who use educational games tend to

perform better on assessments and retain more information than those who do not. Educational games offer a fun and engaging way for students to learn and can help to improve learning outcomes. They are a valuable tool for teachers to use in the classroom and can help to make learning more accessible and enjoyable for all students. Many educational games are designed to be played with others, which can help students develop collaboration and social skills.

The researcher of this study felt need to find out how educational games affect the Grade 12 ICT students of AMA Santa Cruz in terms of their academic performance. The purpose of this study is to know if educational games has a positive or negative effects on students. It has an aim to find out how educational games affect the students academic performance.

Theoretical framework

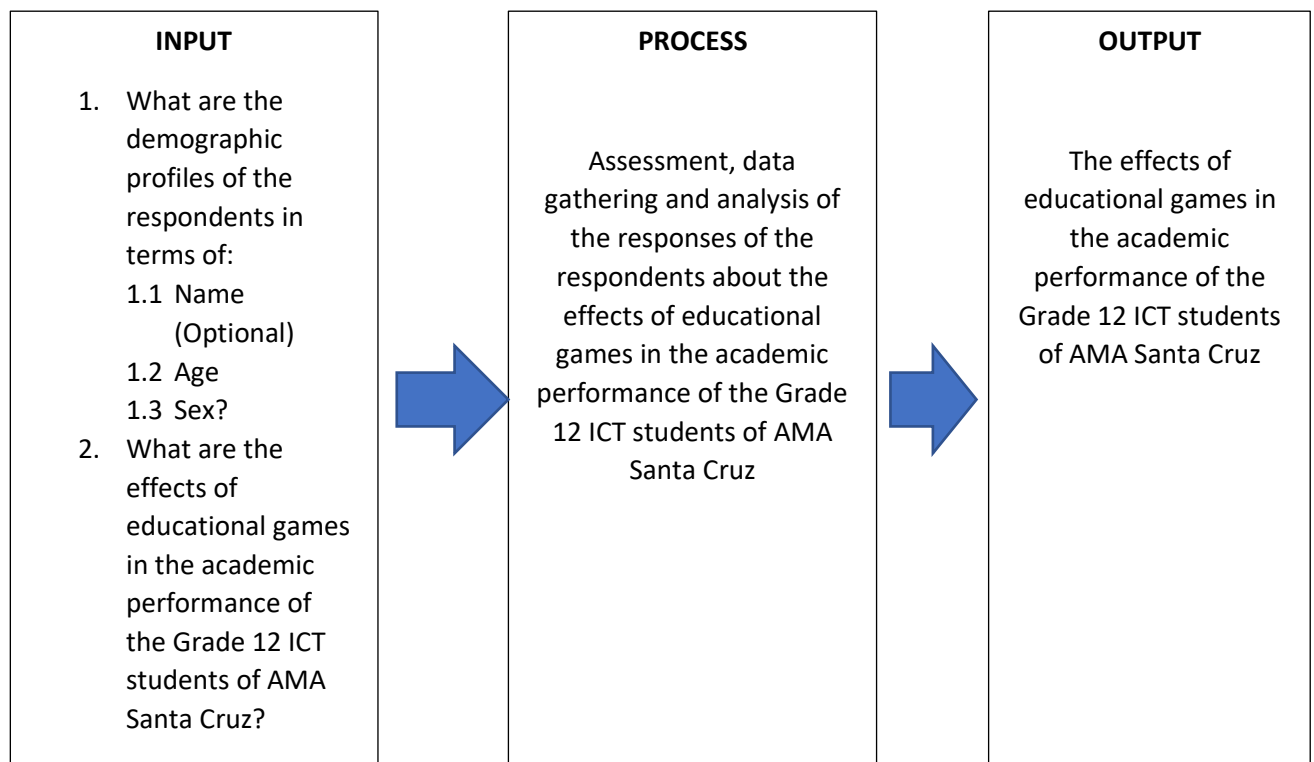
According to Peña-Miguel Noemí, Sedano Hoyuelos Máximo (2014) The introduction of new technologies in society has created a need for interactive contents that can make the most of the potential that technological advances offer. Serious games as educational games are such content: they can be defined as video games or interactive applications whose main purpose is to provide not only entertainment but also training in areas such as health, marketing, education, etc. This paper reviews various cases of successful serious games and their influence on the learning process, looks at tutoring as the key to guiding the learning process throughout serious games and considers what kind of abilities and skills can be achieved via such games. At this time of financial, economic and social crisis citizens must be prepared to confront the challenges of the future, and the individual values of each citizen must be joined to those of society as a whole. Serious games are the perfect tool for achieving these aims, and for transmitting contents and values.

According to Alice Kaplan Gordon (1970) Among the reasons for using games as a tool in education are that they motivate students, teach difficult concepts, give opportunities to make decisions and solve problems, and give usually poor students a change to take the lead in class. Games now available from producers, most designed for use in social studies classes, are described here in detail. The teacher's role in the game, especially in the important debriefing session, where lessons of the game are made explicit, is explained. Suggestions for designing games and adapting existing games to new situations are given. A section on evaluating the learning impact of games notes that while games are not more effective than other teaching methods, they often teach processes, rather than facts, and they are just about the only medium teaching this. A supplementary section describes games for exploring attitudes of students, teachers, and community mem

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Conceptual framework

This conceptual framework depicts the study's input, process, and output approach, as well as how it works. The process demonstrates how data can be gathered and the output explains what the purpose is.



Statement of the problem

1. What are the demographic profiles of the respondents in terms of:
 - 1.1 Name (Optional)
 - 1.2 Age
 - 1.3 Sex?
2. What are the effects of educational games in the academic performance of the Grade 12 ICT students of AMA Santa Cruz?

Statement of Hypothesis

Ho: Educational games affect the academic performance of the Grade 12 ICT students of AMA Santa Cruz.

Ha: Educational games couldn't affect the academic performance of the Grade 12 ICT students of AMA Santa Cruz.

Significance of the study

Students – This study will help the students of AMA Santa Cruz about the awareness on the significant effect of educational games in the academic performance of the Grade 12 ICT students.

Teachers – This study will give awareness on the teachers on how educational games will affect the academic performance of the students.

Researchers – The researcher will be benefited as well because they will be aware about the effects of educational games in the academic performance of the Grade 12 ICT students.

Future Researchers – The result of this study will serve as a basis and as a resource for supplementary information and ideas for researches to be conducted in the future.

Scope and Limitations

The coverage of this study is all about the effects of educational games in the academic performance of the students. The researcher limited this research only at AMA Santa Cruz with the minimum count of 20 respondents it's either male or female Grade 12 ICT students only.

Definition of terms

Education – the knowledge, skills, understanding and attitudes that you can get from attending to school.

Educational games – designed to teach or reinforce specific concepts, skills or knowledge. They can be digital or non-digital and can be used in a variety of educational settings, including classrooms, libraries, and homes.

School – an educational institution designed to provide learning spaces and learning environments for the teaching of students under the direction of teachers.

Academic performance - is the measurement of student achievement across various academic subjects.

ICT - or information and communications technology (or technologies), is the infrastructure and components that enable modern computing.

Students - a person formally engaged in learning, especially one enrolled in a school or college.

Teachers - a person who helps students to acquire knowledge, competence, or virtue, via the practice of teaching.