RPP Critical Review

RPP produced by Ignas Sadauskas, a student of software engineering, discusses how video games can be used in the modern education system. The research proposes the implementation of video games as a way of educating children, making the learning process more interactive and engaging.

**SWOT Analysis:**

**Strengths:** The video game industry has surpassed all other forms of entertainment in popularity. Since most of learning-aged kids are already familiar with video games, implementing them into the education system would be more than easy. Also, the fact that there are billions of different games means that there are just as many subjects, which could be learnt from the use of computer games.

**Weaknesses:** The use of different, non-used methods in education have been talked about for many years now. The method of learning through video games can be implemented rather quickly, but the main problem still remains – this method of learning has not been tested yet, meaning an interview after the lesson may not show the long-term consequences of this method, making it less likely to be chosen over the traditional.

**Opportunities:** This research would give a new meaning to the whole process of learning. If we can implement a form of entertainment as a method for learning, maybe the traditional method has never been the best after all. Also, the use of video games in education may give scientists a push to search for better, more efficient ways to educate the youth, making this research the start of a “revolution” in education.

**Threats:** As mentioned in the introduction of this research proposal, video games, unfortunately, are looked at a form of entertainment, that does more harm than good. Most of the research papers done are analyzing the dangers of video games, instead of the opportunities, therefore the whole method of learning from computer games may face a backlash from the community and parents. Furthermore, changing the traditional ways of learning may have bad effects in the long run, which we do not know about now.

When talking about video games, people instantly think about entertainment, that does harm and has no good qualities. Since most of the people on this earth grew up without them, we cannot blame them for having this kind of view towards computer games, since most research papers on this topic explore the negative effects. Furthermore, the idea may sound as “implementing entertainment into education”, even though this is not the case at all. Video games have many good qualities, especially for learning, especially for sixth-through ninth-grade students. Making learning fun and interactive is the best way to get children interested, therefore this research is a good example of showing, that old methods are not always the best ones, despite the fact that we have been using them for decades.

**Questions:**

* Can video games change the traditional learning method, or rather, just enhance it?
* Can we use video games to think of ways to make traditional learning more interesting and interactive?
* Do we really need to change the traditional learning method? After all, it has been working as intended.
* Can we really trust video games, when there are no studies done on the long-term effect of video games as a way of learning?