Instructional games and the computer-using teacher

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Those participants stated that the use of the educational game would make lessons more interesting than traditional teaching method, because it keeps them concentrated and engaged in the learning process. The results of the expert's analysis of video recordings support the ones obtained in the interview.

Educational Games for Kids' Early Learning

Deaf and Hard of Hearing learners DHH are disadvantaged on both counts.

Educational Games for Kids' Early Learning

Hence, avatar technology can give the DHH learners the opportunity to master content in a way that meets their needs and to practice skills until they experience success. And it should be pleasurable. Given the unique needs of these children, the training session included the intervention of a teacher and a sign language interpreter who play the role of intermediaries between experts and deaf participants for translating spoken language to sign language and vice versa.

Bay Area Teachers Learn How to Use Instructional Technology at Harker Teacher Institute

CopyCat CopyCat is an interactive educational video game to develop American Sign Language skills ASL in younger children.

Why Use Games to Teach?

This system deemed adequate to transcribe the visual nature of signing through highly iconic symbols and its practical usage in literacy education has had a great impact on the education of deaf children Kato, 2008. The first and the second sections of the questionnaire were related respectively to the Usefulness U and Ease of Use EOU of the learning game.

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