

Can Game Based Learning replace traditional learning methods?

In the aftermath of the Covid 19 pandemic, the closure of many educational institutions was challenging to teachers and educators at different levels. The transfer into digitalisation and e-learning was a must. The pedagogic challenges associated with this transfer were easily address in institutions where teachers were able to apply game-based learning. In this context, game-based learning seems to be an efficient way to uplift the skills of learners during the worldwide transition to digital learning during the COVID-19 and post-pandemic era. Thus, the topic of game-based learning is currently more in the center of discussions related to education resilience as well as students' motivation and engagement.

This context created a pro-game-based learning trend outlining all the benefits associated with this learning method. The importance and necessity of this learning method has been highlighted and are now out of question. *The question now is whether this means that game-based learning can replace the traditional teaching methods.*

The reality that has been noticed from conducted researches and from the experiences of many teachers has shown that the 2 learning methods should complement each other and can never be substitutes. For instance, the usage of mobile or digital game-based learning tools might need to be supported by other traditional tools in order to account for human aspects of the learning process.

This means that the percentage of usage of each learning method (traditional and game-based learning) should be defined based on cognitive, emotional and social factors of the learner and characteristics of the respective learning environment. This way, the educational institution can ensure the implementation of an effective game-based learning that meets the requirements of modern education.

This way, a game can never be a standalone or even autonomic concept for teaching.

Thus, two main factors can justify the effort associated with the development of games for learning; first is the opportunities that it creates for learners who face problems in traditional educational settings and, the type or nature of specific curricular topics.



The “GA.M.EL.EARN” project was specifically designed to develop teachers skills and competences in game-based learning in a way that enables them to use this learning method as a way of supporting the whole education process.



Dissemination

Project news and results will be published on the project website available at this link.
<https://www.gamelearnproject.eu/partners>



References

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