

A Review on Learning through Game Based Tools

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Abstract: Incorporating games into learning a new technologies is an effective strategy that can lower students' stress and improve their learning in interesting manner. Thus, this study tried to examine the impacts of different game-based learning tool for recall and retention on specific topics. To this end, 50 Iranian intermediate learners were chosen for the participants of the study. After that, the participants were randomly assigned to two equal groups, one experimental and one control. Then, the participants' task like English vocabulary knowledge was measured by administering a vocabulary pretest. The implications of this study can tell the teachers that teaching through game-based learning tools may produce better results than teaching through traditional methods. Also, the implications of this study can encourage students to practice and learn English even outside of the class context.

Keywords: learning mechanisms, play, education, attention, Quizizz.

1. Introduction

The learning mechanism via play is the method that used in psychology and educational purposes to make the children learn in suitable and effected way around the globe. The children can get to learn easily via play where they can contact and learn through social, develop their skills, self-assure emotionally mature and keep interacting in new things from the world [1]. Moreover the best way of young children to learn a new things by being active with others ,playing ,talking to people who are kind to them, communicating, making fun, ,try to make friends and get idea from them, make things better to show to others online and trying to learn new skills [2].The learning new things through play will make the people learn the concepts in effective way and get more experience skills in short time .This way of learning would be increased more in upcoming future. Based on the supporter's idea. The curiosity is one of the things that children learn through it and it's in their habit to explore and learn new things.

2. Elements of Children Play

- In the time of play there should be no outer aim, there should be no way of learning that has to occur.
- The way of play should have interest in order to learn the things with enjoyable.
- The learning mechanism via play includes the voluntary.
- Play includes interactive with others in most of our time at the time of playing.
- The play makes sense of believe in term of learning.

Now days the learning mechanism through play is one of the most important concepts that should be followed in order to make the sense of learning interactive and enjoyable [3].

3. Features of Play Through Learning Mechanism

How Play via learning mechanism can make sense?

First of all, learning via play can make the person to learn in enjoyable way which makes sense to the people to learn and interact though out the world easily, get many skills and experience. So, the learning features through play can be listed as:

- **Imagination**

The imagination is one of the critical concepts that can be used while playing in order to create images to their minds and try make things with feelings, thinking and make ideas so that the people can make uses of their thoughts in their play.[4]

- **Creativity**

The way of paly make a big role in order to make creativity, includes finding objects. Also, the play can be more creative and effective when player bring ideas, making paint or making various materials in order to make different objects. creativity is the role and the process play criteria.

- **Active**

While playing the children can be more active and they use their minds in order to interact with people and the environment. This can make the children to learn in a better way.

- **Work**

The work and play can be differentiated based on chosen activity by the person .the work has the intention of the approved result, on the other hand the play it's the process of making things done without knowing or predicted [5].The dietze and kashin has prescribed the play to be include the activity, motivation and ability to learn through play especially the educators and parents has to include play in reality and specific requirements to learn in order to make the play become real work [6].

The play can be considered in many people as the waste of the time but in reality, if the play considers to be making and building a new knowledge by engaging in various activity [7] moreover the development term of the qualities of play are more difficult for the researchers to search.[8]

- **Importance**

As we know that the play is a part of life and it has been known from the united nation for the children. The freedom must be for all children to play, enjoy and development of the brain. Play also makes brain expansion [9].

- **Summaries points in a Quick way**

Making the play in learning way can keep the children to learn quickly and understand the topic easily. The best key points to summarize the topic are by keeping interacting and engaging the students in play manner [10].

- **Confidence in the Subject**

Learning through play can help the students to more assure about the subject and how well they know. Enable them to speak in a confident way especially when they discuss in the group moreover, they get more skills experience.

- **Enjoyable**

In a simple way the play can be as fun in order to learn and know the subject in a better way. Especially for children while playing they should be enjoying and find excited via their play.

- **Encouragement**

The Play Can Make A Big Role For Encouraging The Children Especially When They Have A Quiz Working As In A Group. Moreover, Working in Various Group Discussions Will Help the Students to Answer the Quiz Easily and That Help to Have a Good Skills in Order to Answer and Conclude the Discussion.

- **Communicative**

The opportunity of communicating is to make children learn and share the concept in better way. Also to get the knowledge through play method. The kids can communicate by using words or waves in order to learn via play.

Especially in India, the modern teaching methods have existed for decades without any radical transformation.

As children around the world face the impact of the pandemic, innovation in learning methods has become an absolute necessity. We need learning methods that are less stressful and tedious, and more engaging, interactive and entertaining.

Some of mechanism like Kahoot!, Quizizz, Quizlet Live, and Gimkit are reviewed with pros and cons of these tools. Several digital tools created for the classroom bring those exciting experiences to students with learning as the focus.

These “game show classroom” websites do a number of things.

- Create an electric atmosphere for answering questions.
- Provide fun, interesting repetitions.
- Make in-the-moment feedback possible.

Kahoot! is the granddaddy of the game show review games, launched in August of 2013. In a standard Kahoot! game, questions are displayed to students.

Pros

- It’s a shared experience. Everyone responds at the same time. That also means we can provide feedback to everyone at the same time.
- There are millions of publicly created Kahoot! games you can use (or duplicate for yourself and change).
- Students are likely very familiar with it, meaning it can be plugged into a lesson with little time to learn a new app.

Cons

- **The speed of a traditional Kahoot! game** can make some students feel like they’re left in the dust.
- It’s easy for students to **see each other’s responses** and copy. (Just look at all of the screens the student in the foreground of the photo can see from his desk.)

Quizizz

Quizizz takes the excitement of a gameshow-style review game and puts the whole experience in the students’ hands.

Pros

- **It’s student-paced.** No one gets upset because their device didn’t load the game fast enough to compete.

- **Teachers can display a student progress dashboard** on the projector to see progress of each student and instantly see how many questions the class answered right/wrong.

Cons

- When everyone is answering different questions at different times, **you lose a bit of the excitement.**
- With Kahoot!, when my class answers one question all together, it isolates that piece of content so we can all talk about it. When a Quizizz game is over, you can review all the questions all at once, and **you lose that isolation.**

Quizlet Live

Quizlet's foray into the game show-style review is the best collaborative game. Instead of students answering individual questions on their individual devices, Quizlet puts students in groups. All possible answers are divided amongst the devices of all students participating.

Pros

- **Teamwork and communication.** With traditional flashcards, students may study them in isolation quietly. This brings students together in a game where they must depend on each other.
- **Play games with Quizlet flashcard sets.** Quizlet Live runs from Quizlet flashcard sets. That means you don't have to create anything new if you use Quizlet and already have flashcards OR if you can find a Quizlet flashcard set you like.
- **A new game every time.** Each new Quizlet Live game is different. When a game pulls a dozen cards from a Quizlet flashcard set, there are tons of combinations — especially when there are LOTS of flashcards. Start a new game and Quizlet mixes up the cards for a new combination.

Cons

- You need **at least six students** to play a game (at least two teams of three students) and at least six cards in a flashcard set.
- If you're looking for something **more individual to play as a group**, Quizlet Live may not be your game.

Gimkit

In Quizizz, students collect points cumulatively throughout the game. In Gimkit, students use their points to buy power-ups in the store.

Pros

- **New game mechanics.** The upgrades put a new spin on reviewing. They're used to buying upgrades in games. Now they can add that new dynamic to digital review games.
- **Its backstory.** Gimkit was created by students in Seattle, Washington, and it's still maintained by them. They made the game they wanted to play and then shared it with the world.
- **Quizlet integration.** You can import a Quizlet flashcard set into a Gimkit game if you have the paid version of Gimkit.

Cons

- **Pricing structure.** You only get to create five games with the free plan ... and you have a finite number of modifications you can make to them. Then it's \$59.88 per year or the \$7.99 monthly plan. A robust free version is an essential piece of many edtech tools, and Gimkit's free version is lacking ... not enough to hook a teacher and help him/her realize he/she needs the full paid version.

- **Limited searchable gallery.** With the above options, you can tap into thousands (or millions) of teacher-created games. Unless you have the paid version and import Quizlet sets, the gallery is really lacking.

4. Conclusion

The learning mechanism via play is the concept where we learn through it easily and effectively. However, the learning through plays will help us to learn the object in the enjoyable and excited way. In many years learning methods are big important part of the teachers and parents to search for the right method to teach the children can now a day's learning by playing games, making quiz and interact with others can be more effective. Hence the learning mechanism via play is one of the most crucial parts of our life for our children in order to make them have a good interest of studies. This paper presents the elements and the learning features mechanisms through playing.

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