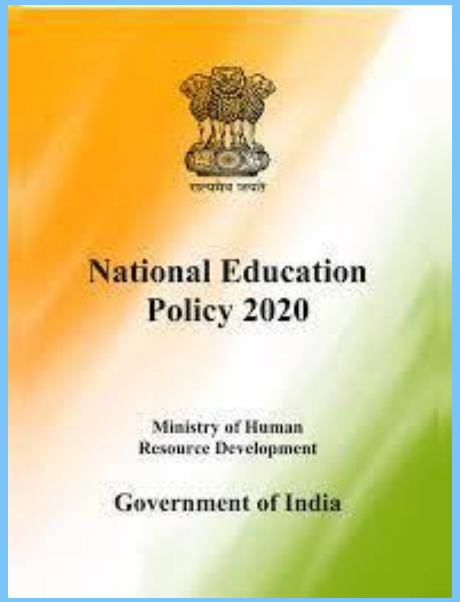
Game Based Learning: Policy Perspectives, Need & Scope

01

What does NEP-2020 recommend?



- In the current ‘pandemic circumstances’, with virtual learning replacing in-person learning experiences, students and teachers have been compelled to re-imagine conventional learning and teaching techniques.
- The Policy recognises the importance of technology in aiding teachers, bridging the language barrier between teachers and students, creating digital libraries, popularising language learning as well as ensuring greater access to education

Games for Computational Thinking

Mathematics and computational thinking will be given increased emphasis throughout the school years, starting with the foundational stage, through a variety of innovative methods, including the regular use of puzzles and **games** that make mathematical thinking more enjoyable and engaging.

Content creation, digital repository, and dissemination

A digital repository of content including creation of coursework, **Learning Games** & Simulations, Augmented Reality and Virtual Reality will be developed, with a clear public system for ratings by users on effectiveness and quality.

For fun based learning student-appropriate tools like apps, gamification of Indian art and culture, in multiple languages, with clear operating instructions, will also be created. A reliable backup mechanism for disseminating e-content to students will be provided.

02

Digital Games, GBL & Gamification

Digital Game means..

- Any game played using an electronic device, either online or stand-alone
- The result of the interaction builds an interactive and virtual environment that enable the players to engage with the content
- Digital games provide a virtual environment where students are not limited by physical space or hands-on access to learning materials

Digital Game Based Learning (GBL)

- It is an instructional method that incorporates educational content or learning principles into digital games by engaging learners.
- Game based learning describes an approach to teaching, where students explore relevant aspect of games in a learning context designed by teachers.
- Teachers and students collaborate in order to add depth and perspective to the experience of playing the game.
- Good game-based learning applications can draw us into virtual environments that look and feel familiar and relevant.

Gamification vs Game Based Learning

Gamification	Game based learning
Adding game components to the course.	Meet desired learning outcomes.
Introducing game mechanics to a non-game setting to encourage engagement.	Learning is the result of playing the game.
Includes extrinsic rewards such as badges and awards.	Can be achieved using customised or off-the-shelf games.
Can be flexible as per user requirements; as in choice of time, pace and environment.	Can be accomplished with tactile or digital games.
Always for choice, as it is not always a linear learning path.	Could include simulations to allow learners to experience the learning.

01
02
03

03

Why Digital Games?

Encourages collaboration

Boost Engagement

Motivates

Improved retention

Trial and Error

Creative Icebreakers

Better problem solving

Individual Feedback

Practice

Digital Games