Game-based Learning: A Virtually-Situated Experiential Learning Approach for the 21st Century

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Game-based learning exploits gaming technologies in creating a fun and interactive learning virtual environment to promote situated experiential learning. Many researchers believe that such innovation in learning technology can better motivate present day entertainment-driven learners to experience learning through meaningful activities defined in the game context as opposed to traditional pedagogic approaches. In this paper we describe game-based learning, its potential for use in learning as a whole and explain the need of such technology-assisted learning approaches in addressing the needs of a new generation of learners especially in Malaysia. The paper also discusses the scope, role, challenges and implications of game-based learning in providing high-quality education and training in the 21st century.

Keywords: Game-based Learning, Learning and Games