

## TECHNOLOGY OF INTERACTIVE GAMES

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### ABSTRACT

Children gain a deeper comprehension of subjects through game-based learning, which also helps them become courageous students. These entertaining activities are designed to excite children and help them build competencies, abilities, and skills, while maximising their exposure. According to studies, there has been a significant increase in the gaming industry's development of social and emotional learning games for children. Some games have excellent pedagogical features for teaching fundamental disciplines such as the humanities, mathematics, and sciences. Online educational games offer a well-rounded curriculum to compete with and supplement the programmes offered at schools for children. These involve entertaining games, predictable routines, and play for inspiration.

**Key words:** online games, interactive, learning, quizzes, motivation

### INTRODUCTION

Many subjects, including physics, mathematics, English, the arts, music, and history, are incorporated into teen and school-aged educational games. These activities entertain children while simultaneously enhancing their social, cognitive, and logical skills. The fundamental purpose of these games and activities is to assist youngsters acquire practical knowledge of many subjects. Through online game education, interactive learning encourages student participation and improves their work ethic. Additionally, it promotes the customization of talks and student collaboration [3].

It includes:

- Inclusive learning environments for children
- The digital learning experiences
- Seamless student interaction
- Motivation and encouragement
- Personalization

The evolution of pedagogy and the advent of modern technologies have transformed the method of instruction. Through online classes, online degree programmes, etc., children can now receive an education without leaving home. However, parents must encourage interactive learning using internet games to capture and maintain their children's interest.

### METHOD

The Covid-19 epidemic has altered the face of education and spawned a variety of education technologies, including e-learning portals, online worksheets, educational apps and games. During the pandemic, several schools shifted to online and remote learning to guarantee that education did not cease. Online education has become a vital part of education in a post-pandemic society, but it is not without its own obstacles. Student engagement is a significant obstacle to online education. Engagement of students is crucial for learning and retention. Low student involvement leads to boredom, low motivation, and as a result, poor academic performance [2]. Creating interactive information, adding quizzes and a leaderboard, providing feedback, recognising and rewarding students with points, badges, etc. are approaches to boost student engagement online. 9ijakids, a Nigerian EdTech startup, is one of the companies at the forefront of reinventing online learning with its interactive worksheets and educational games for children in both secondary and primary school. With more than 300 educational games, education has never been so entertaining and interesting.

## **RESULTS**

Interactive social skill games instil discipline in children. They encourage kids to adhere to the norms and guidelines, so enhancing their talents and tolerance. Children acquire pleasant sensations of achievement and accomplishment as a result of acquiring new skills and knowledge.

Online gaming facilitates the development of efficient self-directed learning skills. Students apply skills to a given problem and assess the resulting feedback. It sharpens analytical and critical reasoning, engages pupils, and boosts their productivity and efficiency. Moreover, it encourages cooperation and teamwork. Collaborative learning can be facilitated by making learning more enjoyable. It simplifies the work of parents and educators. They may stay up-to-date and connected with the most pertinent content in order to improve their teaching through engagement and enjoyment.

Students are able to acquire and personalise an increasing amount of knowledge according to their individual needs as they learn through games. It enables students to learn at their optimal rate while enhancing their knowledge, experience, and communication abilities. Providing pupils with game-based learning can improve their problem-solving abilities. As it imbues children with real-world learning strategies, it will eventually enable them to establish their own work prospects and, hopefully, produce employment for others. Parents and children rely on Splash-Learn for digital interactive learning, augmented knowledge, and improved pedagogy, despite reluctance and obstacles [1]. Splash-Learn also provides complete educational facilities for the education of children.

## **CONCLUSION**

Children can participate in competitive and cooperative games, accomplish challenging objectives, use digital learning technologies to better comprehend concepts, gain qualitatively distinct experiences, and prevent mental health issues. The evolution of online interactive learning through educational games has been extensive. It is currently the pinnacle of digitalized education and interactions. It may undergo additional modifications if technological advancements continue to proliferate.

## **REFERENCES**

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