The Effects of Using Indirectly-Educational Games as a Tool for Education and Skill Improvement

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Games have been a part of our lives since prehistoric times, an integral part of all cultures and are one of the oldest forms of human social interaction. In modern times, it is the largest entertainment industry in the world. The problem which this research is trying to solve is the absence or lack of experience-based education and knowledge gaining, in order to solve this problem, educational games were developed, but, according to statistics of the most visited educational-games website, it peaked at a traffic of 800,000 visitors, with the number decreasing dramatically. The unappealing educational games transformed from its label of “video game” to “educational program”, where the factor of entertainment ceased to exist. We have taken many procedures to solve the research’s problems, and our solution was developing a game that has a compelling story and had specifically-tailored educational content that’s applied into the game, using powerful softwares to achieve this like : Unreal Engine 4 ,3ds Max , Photoshop ,Blueprint Vs / (C++). By giving a pre-test and post-test to our research subjects the results have shown that 87% of the students had a significant improvement in the final mark, therefore, our game which the subjects played, has had a large and very significant improvement on the students ability in answering the questions of the test.

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