Press Release

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Gamified Teaching Revolutionizes Education Field

Crazy Research Paper Brings Attention To Using Games As Teaching Material.

Huntsville, AL: Kyle Miller, local UAH student, published a research paper, which signaled the end of traditional education as we know it. The paper theorizes the possible use of games in the classroom to provide more effective and engaging learning.

The paper opens with examples of games being used in the classroom. Miller goes in depth, citing multiple papers proving the effectiveness of teaching with games. Data gathered demonstrates the improved learning rates compared with traditional teaching methods. After his examples of it working, Miller offers an olive branch to teachers: step by step instructions of how to implement said gamified teaching.

The publishing of this research paper marks the end of education as we know it. Video games being used to teach are undoubtedly enticing for many younger students, who spend countless hours on *Fortnite*. Just ask well-known professor and academic Kurt D. Squire. He commented on Miller's paper, saying "will students be learning physics as their grandparents did… or through some experience of virtual worlds." There are other positives to game-based learning. The costs of education wouldn't be as high if you no longer needed to meet on-campus. You could learn effectively from home, unlike the COVID era of at home schooling. Teachers should be the most excited about the possibilities. Being able to understand more accurately what works for different students creates a better overall education experience. The positives for education in this matter are endless, and the only negatives are for those who profit on others misery.

Sources

Squire, K. D. (2008). Video Games and Education: Designing Learning Systems for an Interactive Age. *Educational Technology*, *48*(2), 17–26. http://www.jstor.org/stable/44429558

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