CURRENT METHODS IN RESEARCHES REGARDING SERIOUS GAMES: REVIEWING THE PROSPECT OF FINDINGS CONCERNED WITH LEARNING

NOORI SARUKOLAEE, FETEME[1], GHORBANI, MARYAM[2] & MOMENI RAD, AKBAR[3]

[1]Research Scholar, Department of Teaching Persian, Kharazmi University, Tehran, Iran

[2]Research Scholar, Department of Educational Technology, Kharazmi University, Tehran, Iran

[3]Research Scholar, Department of Educational Technology, Bualisina University, Hamdan, Iran

ABSTRACT

Moving toward technology-based and constructivist learning approach is the bridge for filling the gap for those believe that this method is so much easy. Of course, implementing technology-based and constructivist learning approach is so far for many people. So, teachers need consultation concern with navigating the maze of this approach and to understand how to use these games. Game is intrinsically constructive. Players travelling the world in which people's experiences as focal point build their knowledge and make them progress. Taking care of learners' needs lead to paying less attention to traditional methods of learning. In traditional methods, teaching take place step by step and students consider teachers as the core the class who transfer information to learners and they memorize that information with no thinking at all and retain them.

KEYWORDS: implementing technology, Players travelling