Can Computer Games Help Next Generation Learners? A Survey of Students’ Reasons for Playing Computer Games

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Abstract
The popularity of computer games has attracted the attention of educationalists who are interested in finding out whether the features that make them so engaging could be captured and used to help people learn more effectively. The current study reports a survey of University students’ computer games behaviours, their reasons for playing computer games and their views of the features of computer games that might be useful in learning. The survey found that computer games played an important role in students’ lives with students playing for 7.5 hours per week on average. Challenge/achievement, control and pleasure/relaxation came out as distinct factors as reasons for playing with challenge rated as the feature of games that might be most useful in learning.

Keywords: motivation, constructivism, computer games