



Game-Based Learning

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Message from the Guest Editors

Dear Colleagues,

Following the shift from traditional didactic classroom models to the adoption of active learning approaches, game-based learning (GBL) seems to be one of the most promising for enhancing learners' motivation and engagement, particularly in the new era of increased hybrid delivery brought upon by COVID-19. GBL takes advantage of gaming technologies and techniques to create an immersive, interactive, and due to mobile technology, relatively ubiquitous learning environment that promotes situated experiential learning. Research studies have shown that students who had been subjects to learning with video games reported significant improvements in subject understanding, diligence, and motivation. Additionally, the adoption of escape rooms in educational settings, which implement more tangible and human-centred activities, have been reported to improve team building and group communication, as well as increase confidence in critical thinking and decision-making.

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Message from the Editor-in-Chief

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