

THE EFFECT OF ONLINE ELECTROGAME GAME ON 4TH GRADE INFORMATION TECHNOLOGIES COURSE IN PRIMARY SCHOOLS

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Abstract

The goal of this study is to develop an educational MMORPG (Massively Multiplayer Online Role Playing Game) type computer game. It is aimed to examine MMORPG's effects on student success, student's computer attitude and anxiety.

Primarily, foundation of the MMORPG to be developed was built by investigating other open source MMORPGs. elektroGame (educational MMORPG) was developed after an intense three-year development process. After that the content and events were added. These content and events enable the elektroGame to teach "Why do I forget?" which is one of the topics of the 4th grade course called Primary School Information Technologies.

Pretest-Posttest control group which is one of the semi-experimental pattern types was used as the research methodology. Semi-Structure interviewing technique was used as qualitative research method. Computer Attitude Scale, Computer Anxiety Scale and success test were applied to students by the researcher under specialist supervision as Pretest-Posttest.

When Progress Scores were examined, even though Experimental Group Success Scores were higher than Control Group Success Scores, any statistical meaningful difference could not find ($p < 0.05$). Moreover, it was determined that male students have a greater success in the elektroGame but this has no effect on student success.

Key Words: MMORPG, Computer Assisted Education, Educational Computer Game, Computer Attitude, Computer Anxiety