Educational On-Line Gaming Propensity:  
An Exploratory Study

Abstract

Educational on-line games are promising for new generations of students who are grown up digital. The new generations of students are technology savvy and spend lots of time on the web and on social networks. Based on an exploratory study, this article investigates the factors that influence students' willingness to participate in serious games for teaching/learning. This study investigates the relationship between students' behavior on Facebook, Facebook games, and their attitude toward educational on-line games. The results of the study reveal that the early adopters of educational games are likely to be students, who are young, have only a few Facebook connections, who currently play Facebook game(s). Furthermore, the study emphasizes that there may be differences between students coming from various countries.

Keywords: e-learning, Facebook, on-line gaming

Introduction

Learning in the 21st century requires a radical rethink of how education can be delivered as learning can happen everywhere and can be delivered in different forms: apps, videocasts, podcasts, games and especially serious games. According to Llorente Cejudo and Cabero Almenara (2013), students have a positive attitude toward the Internet and blended learning in general, and it appears that it leads to an increase in academic performance. The “digital native students” or the “Net-Geners” or millenials are new generations of students who are able to multitask and