Learning Technology Games

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Abstract*: The introduction of new technology into society has created a need for interactive content that can maximise the potential of technical advancements. Serious games, often known as educational games, are examples of such content: they are video games or interactive programmes whose primary objective is to give not only enjoyment but also training in areas such as health, marketing, education, and so on. This study examines many situations of effective serious games and their impact on the learning process, analyses tutoring as the key to leading the learning process via serious games, and explores what types of abilities and talents may be gained through such games. Citizens must be prepared to face future difficulties in this time of financial, economic, and social catastrophe, and each citizen's particular values must be respected. connected to those of society as a whole. Serious games are the ideal instrument for attaining these goals and effectively transferring information and ideals.*

Keywords: Tutoring, Serious Games, Game-Based Learning