

# Games-Based Learning Model

## To

### Enhance Entrepreneurship and Creativities to student in elementary schools



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# Introduction

- “Games-based learning model” is another way to call attention to the children to learn more. The model which consist of simulation games has been prepared to improve education and knowledge skills for student in five grade of elementary school in order to encourage their interested in learning more.



# Entrepreneurship and Creativities

- The qualification of entrepreneurship and creativities has been the important abilities to develop and enhance for their career to survive themselves in business in the future.
- Entrepreneurship and creativities as a contributor to business career and as a relevant occupational choice are offered the opportunity to become an entrepreneur themselves together with creativities qualities and motivation.
- Therefore the importance of entrepreneurship and creativities should be enhanced and develop at an early age, preferably in initial, i.e., elementary education.



# Why? Student grade 5 in elementary school

- In elementary school, students have learned in class to concentrate in short attention with this subject, unlikely the most favorite that they spend more time with is the computer games. Therefore, the games have been applied to be the part of the learning.
- Research was carried out in “Life Experience Subject”, which is the instructor subject for grade 5 student in elementary curriculum in Thailand. Life Experience Subject has consisted of several general basic in career and occupation contents

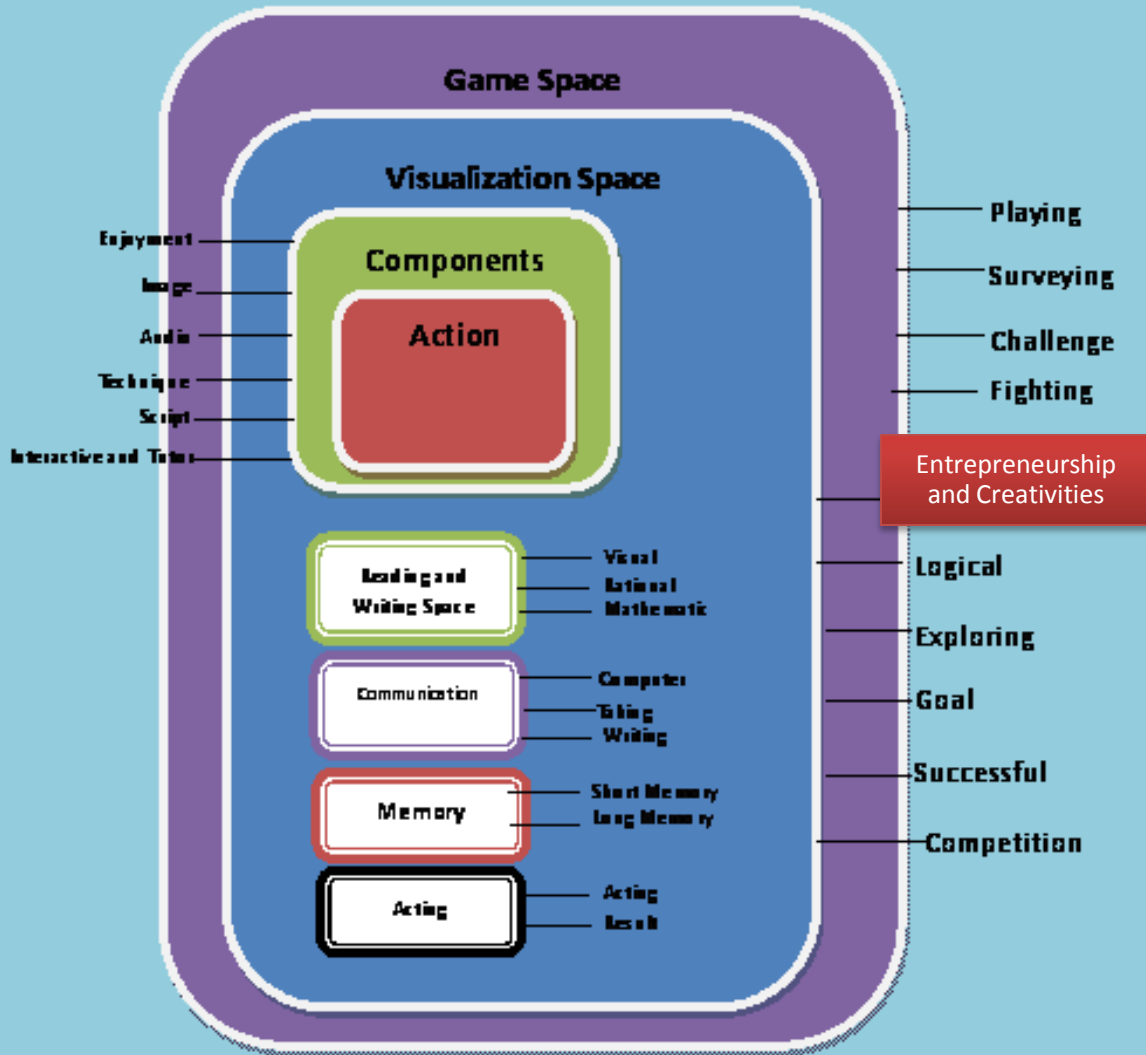
# Problem Statement

- In Computer era, most of children have lost attention in class and short interested in learning. Game addict fever are the social problem in Thai society now. Furthermore they not concentrate in subject that knowledge is essential in any career field at all.
- “Games-based learning model” is another way to call attention to the children to learn more.



# GOM Model

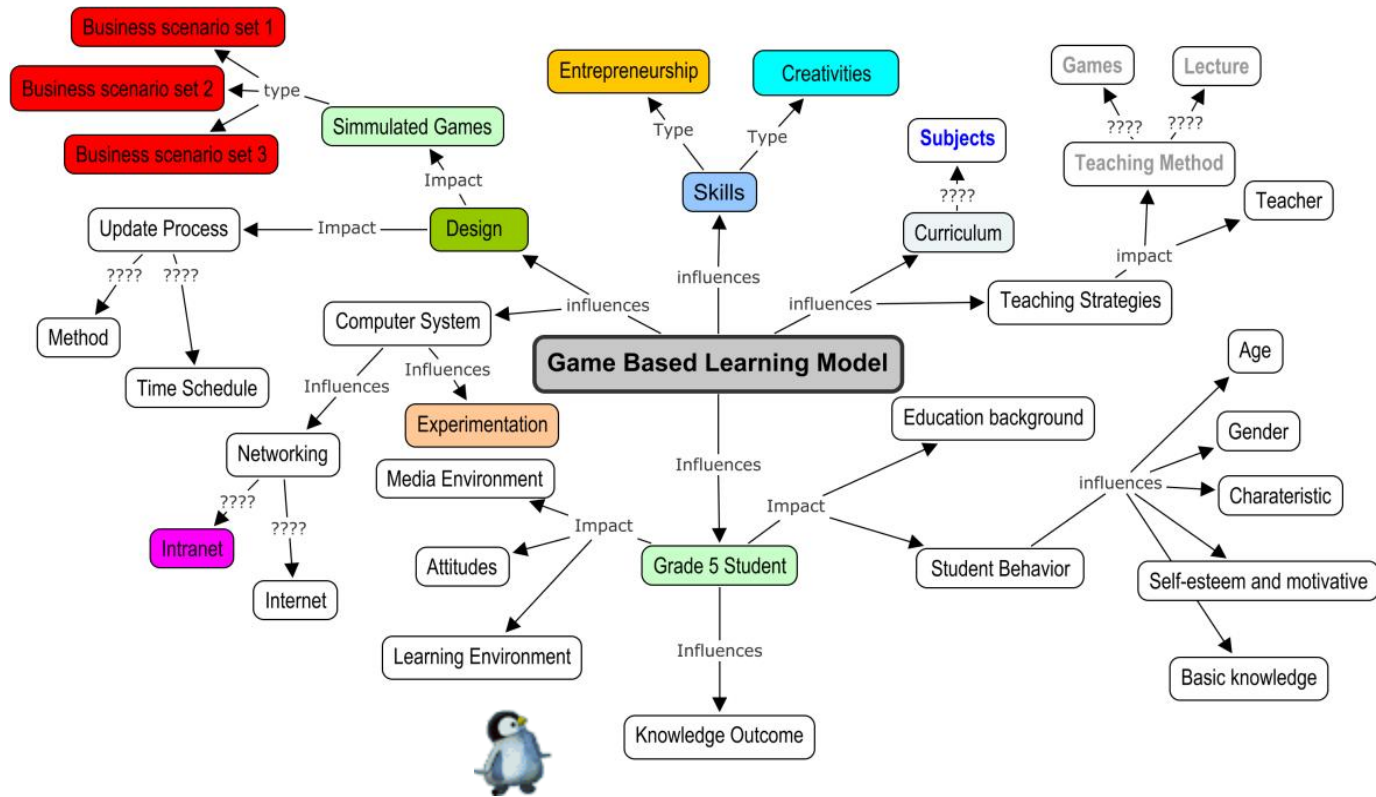
Game Object Model of Amory, 2001



which has been designed by the basic principle of learning conceptual. In which how to achieve of the teaching deduction by games. The games has combined by the components of playing, exploring, challenging, adventure, fighting, enjoying, image, audio, technique, script, interactive and tutor. The object of games are practices the learner's skill and generated the visual concept GOM Model

# GAMES-BASED LEARNING MODEL

## ENHANCE ENTREPRENEURSHIP AND CREATIVITIES TO STUDENT IN ELEMENTARY SCHOOLS



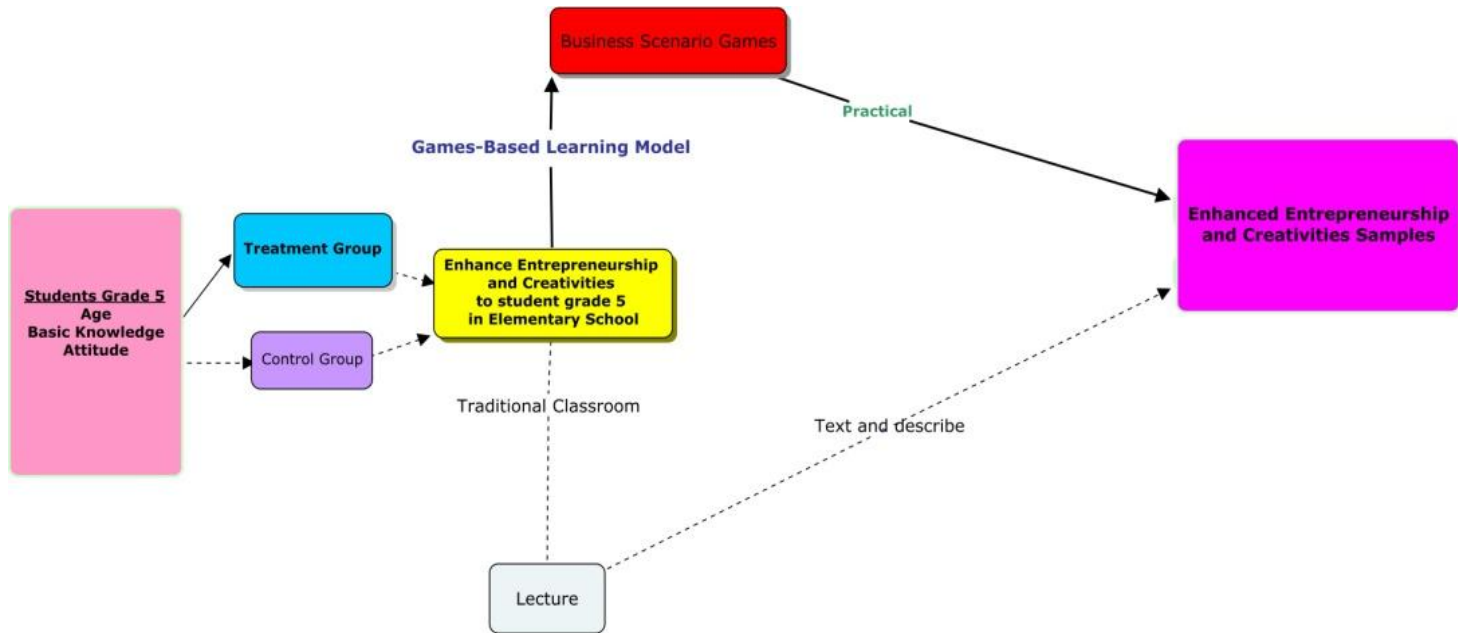
**Keywords : Games Learning model, Business Simulation Scenario Games,**

# Objective of research

- 1. To develop determine and efficiency learning model to enhance entrepreneurship and creativities of student grade 5 in elementary school. (Figure 1 Games-based learning model structure)
- 2. To compare the achievement before and after learning with GBL model. Develop games for education to enhance and increase entrepreneurship and creativities to student. (Figure3: Proposed Model)
- 3. To investigate the impact of GBL model have affected to the students learning behavior.

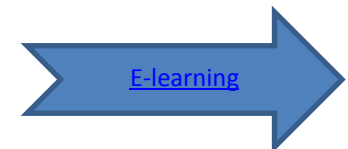
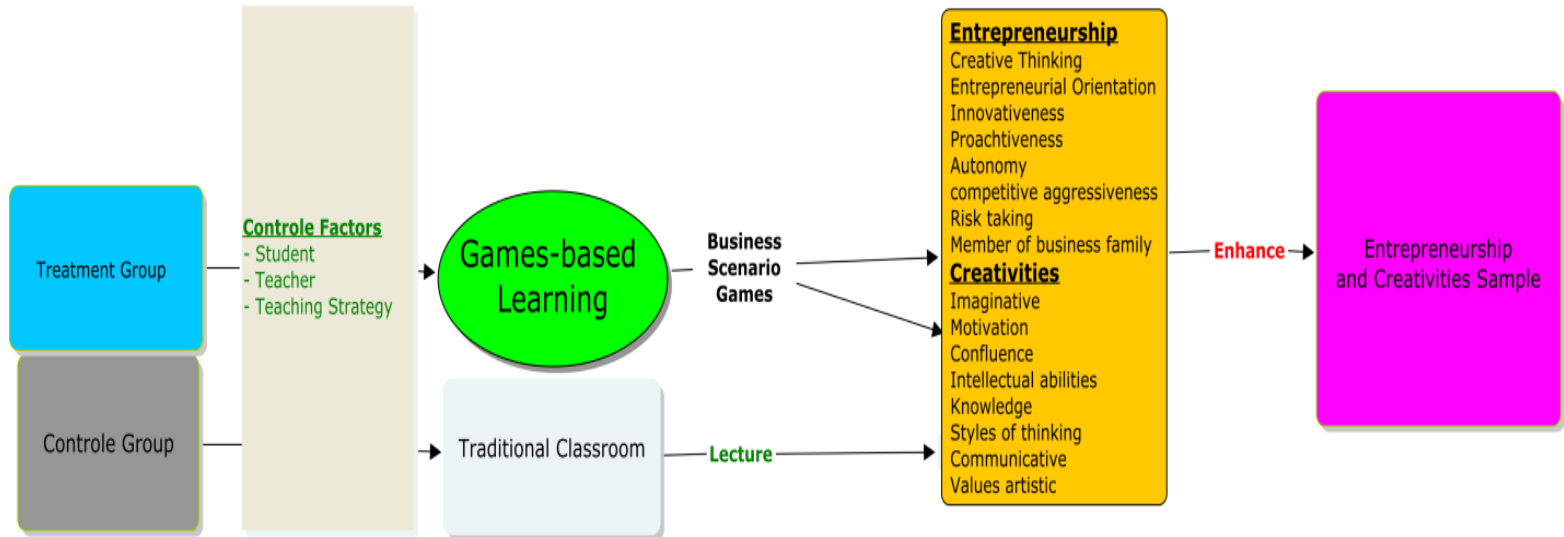


# SCOPE OF THE STUDY



- GBL to enhance entrepreneurship and creativities concept framework

# Research Methodology

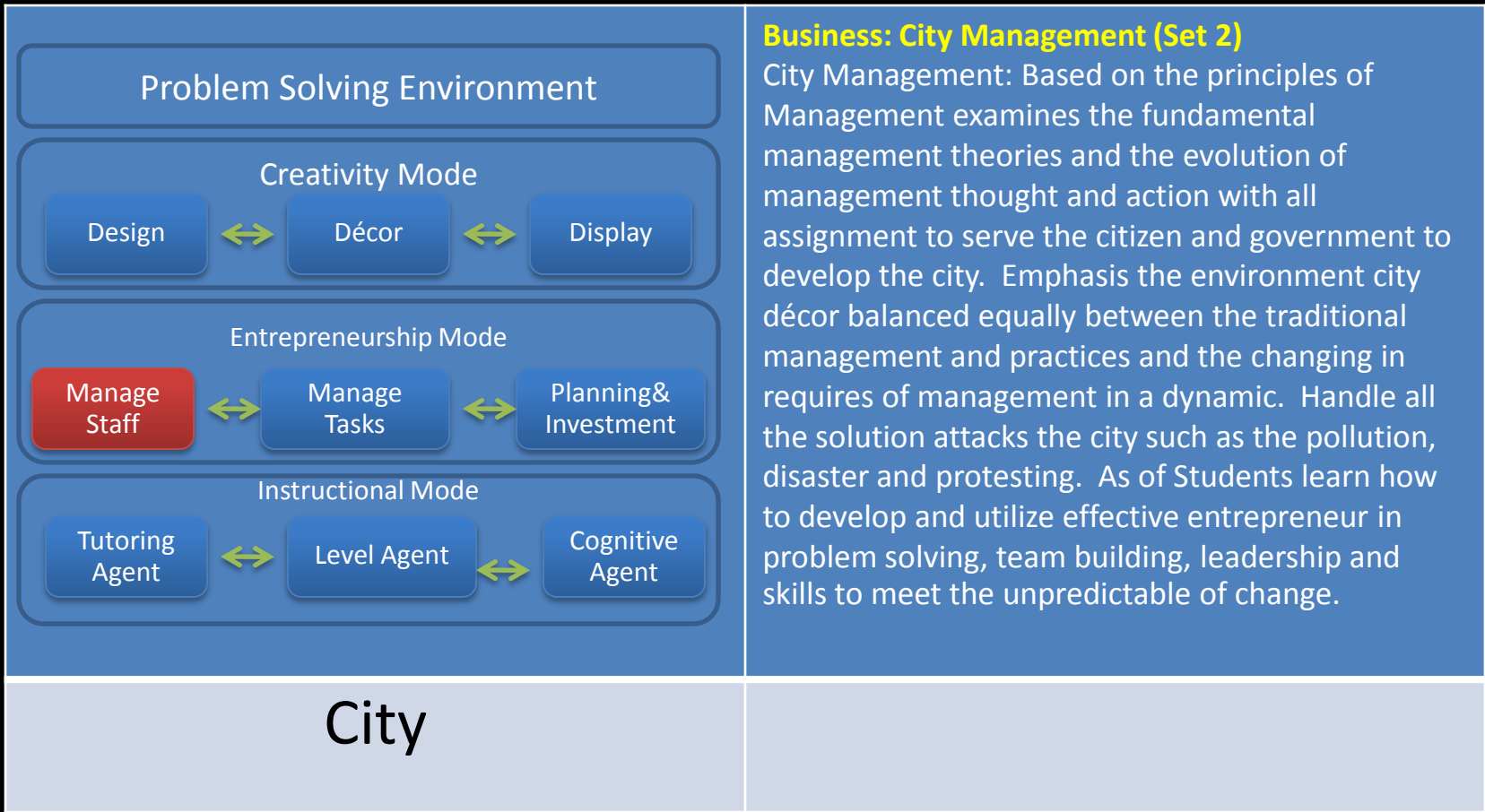


# GBL Model: business simulator scenario games

## Set No.1



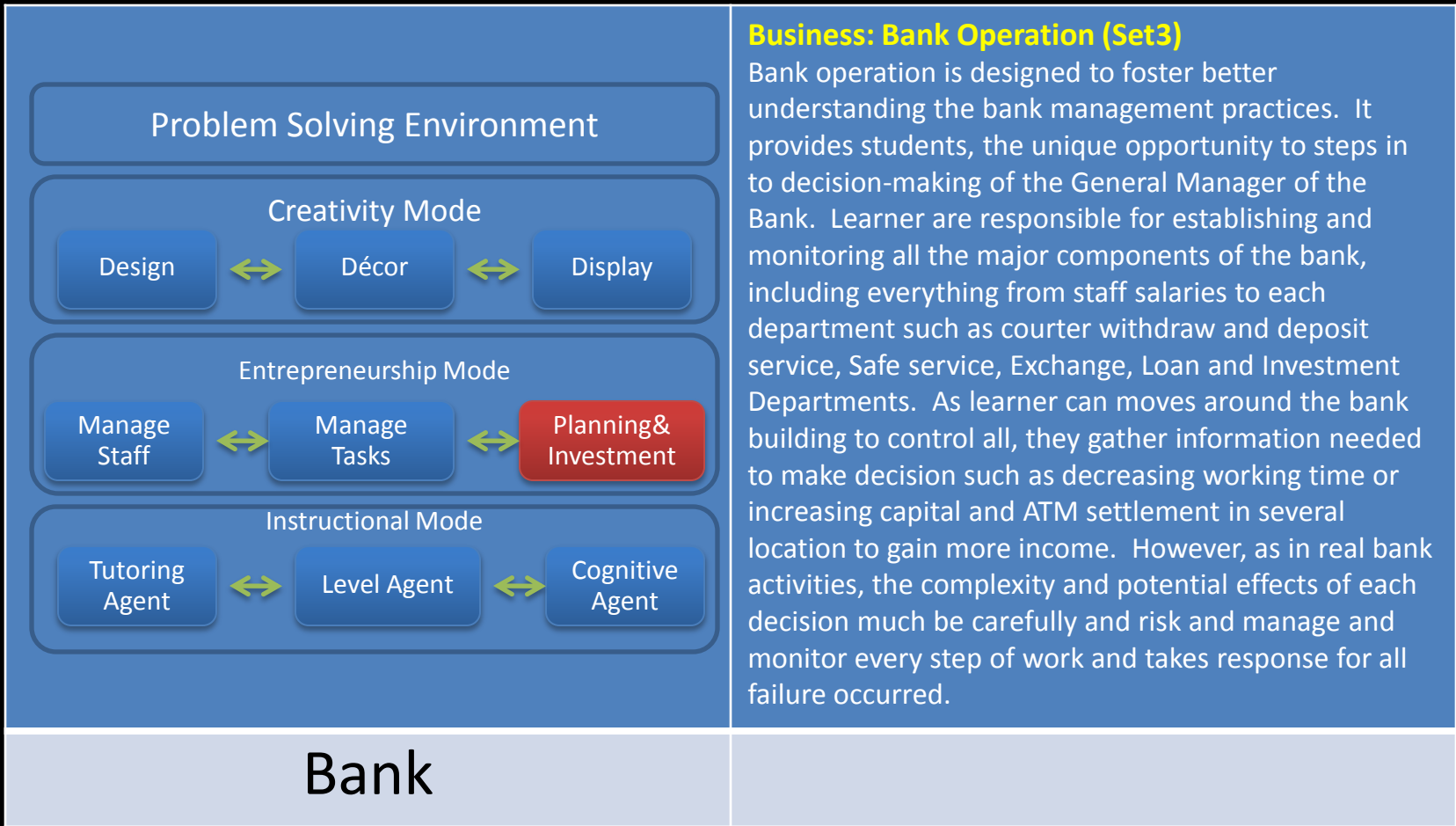
# Game Set No.2



## Business: City Management (Set 2)

City Management: Based on the principles of Management examines the fundamental management theories and the evolution of management thought and action with all assignment to serve the citizen and government to develop the city. Emphasis the environment city décor balanced equally between the traditional management and practices and the changing in requires of management in a dynamic. Handle all the solution attacks the city such as the pollution, disaster and protesting. As of Students learn how to develop and utilize effective entrepreneur in problem solving, team building, leadership and skills to meet the unpredictable of change.

# Game Set No.3



# 5 Majors of managements

- All scenario business game models have mentioned the attitudes and behaviors of the business and organization in five major areas of managements:
  - Spending and income decision such as operating budget, new hires, incoming revenue and management.
  - Work scheduling issues
  - Work standards, prestige, and enrollment;
  - Housing, office and all other facilities and
  - Performance indicator.

# Result

GBL		Pretest	Posttest	Enhance
Lecture	Mean	.0779	.1680	.0943
	N	250	250	21
	Std. Deviation	.29759	.45411	.29279
GBL Model	Mean	.1016	3.4531	.9883
	N	250	250	250
	Std. Deviation	.31535	1.03173	.10783
Total	Mean	.0900	1.8500	.5520
	N	500	500	500
	Std. Deviation	.30674	1.82926	.49779

Table 3: Show the one tail compare between pretest, posttest and enhancement of Games-based Learning Model compare with lecture

The enhancement of entrepreneurship and creativities of GBL model group has a higher mean score than lecture group.

	N	Mean	Std. Deviation
Enhance score of GBL Model	250	3.0200	.77848
Enhance score of lecture	21	1.04761	.21822

The same as Standard deviation and number of student who achieve learning by games-based learning more than lecture, it very high difference.

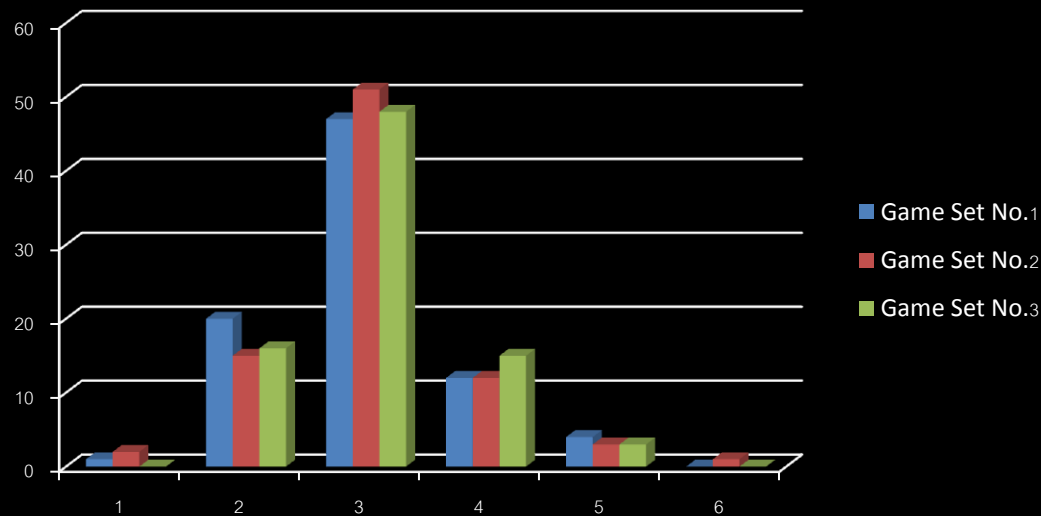
<i>One-tail t test</i>	N	Lower Bound	Upper Bound	Variance	Mean	Std Deviation
Enhance score of GBL Model	250	2.92	3.11	0.61	3.02	0.77
Enhance score of Lecture	21	0.94	1.14	0.48	1.04	0.22

There was a statistically significant difference between the pre-post treatments of students learning behavior changed.



# Distribution of enhance point by games sets of GBL Model students

Game Set Number * Enhance Point Cross tabulation of Games Set 1-3								
		Enhance Point						Total
		1.00	2.00	3.00	4.00	5.00	6.00	
Games Set No.	1	1	20	47	12	4	0	84
	2	2	15	51	12	3	1	84
	3	0	16	48	15	3	0	82
Total Students		3	51	146	39	10	1	250



# CONCLUSION

- Games-based learning model has more enhance point than lecture and the total of student of games-based learning has more achieve than student who study by lecture.
- Therefore, we can use the Game-based learning to replace traditional teaching. Especially, in the course which is need to practice or training the real word simulation for students in elementary school.
- Learner can take content that was adapted into a game to be more attractive and easier and better understanding the knowledge contents of the subject.