THE INFLUENCE OF COMPUTER GAMES DEVELOPMENT ON THE PEOPLE'S CREATIVITY

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Creativity is regarded as one of the most important skills. It is essential in building a well-rounded personality and tolerant view of the world. Previous researchers and authors denied creativity as a static trait and convincingly acknowledged it as having vast opportunities to be improved.

Since creativity is a learnable skill, computer games development was used as a tool to attract students. The rationale of this action was computer games correspondence to young generation's habits and interests. Computer games development is one of the ideal ways of influence upon students who have grown up as the play station generation. Researches carried out by Yee indicated that on average, youth spent 22 hours on computer games per week, and 70% of them spent at least 10 long hours in a virtual world at one session. As a result, it has become rather difficult to ignore the fact of computer games as the important part of contemporary culture of today's youth. Therefore, educational practitioners recommended to use computer games within meaningful learning environment to promote learning and students' self-development. However, most schools in Asian countries are traditionally regarded as social institutions where teachers transmit standardized knowledge with chalk and talk method. The current norm not only seriously holds back students from exploring new ideas and being creative, but also being considered as dull and uninteresting by students. Egenfeltd-Nielsen offered moving towards a new generation of educational use of computer games that covers a broader scope and can be a task beyond information transmitter that is capable to meet the needs of this play station generation. After serious discussions concerning the requirements of time, finances, equipment, students' current cognitive abilities and expertise resources, this study had come to Game Maker as the best solution tool for lower secondary students in developing their own computer games. Game Maker provides a simple game developing environment. Students were expected to possess the abilities to create completed games without being an expert in traditional programming languages. The schools' computers fulfilled the Game Maker's requirement for them to run the games efficiently and most successfully. No doubt, the use of Game Maker will help to raise the level of creative potential among students throughout the world.

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