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The use of computer games for education purposes due to the positive potential of such games

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Abstract:-The new educational theories are based on the principle that learning process should be based on interests, needs and satisfaction, and motivational. One of the main interests of the child and adult is video games that they play long hours in front of computers and other tools. Using appropriate strategies can take advantage of the game for education purposes.

The aim of this study was to investigate the potential and the use of computer games in the world today and to use them for educational purposes. This research demonstrates that despite the positive potential of these Games,Unfortunately in the field of education is not a good use of them.

Keywords: computer games, education, positive potentials
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I. Introduction

Education in human history has always been of interest to individuals and governments. But advances in the computer industry and the emergence of local information networks, national, regional and international, especially the Internet and multimedia put the new ways for designers, planners and managers and executives training programs. These technologies not only have the formal training school in the home but also in non-formal education and also have pierce. Computer as a teaching machine was born and helped to educate in issues such as: practice, simulation and especially the game. Most computer games designed for entertainment, but a group of computer game entertainment levels were exceeded and a tool for learning in different contexts. So the use of educational computer games was important. One of the main reasons for using information technology in the educational system that facilitate individual training programsand are very attractive.

II. Research purpose

First, we review the definition of video games, then the number of basic parameters such as: type of game, the reliability, the amount of time spent in between two groups of children and adults in both online and offline environments will be examined. The research questions in this study include:

1)What are the favorite computer games, online and offline two groups of children and adults?

2)What is the amount and use of computer games for children and adults in the world today?

3)What are the reasons for choosing computer games between players?

4) Do video games were successful in the field of education?

Computer games among children and adults

III. Computer game

computer game Is an interactive entertainment that is played by an electronic device equipped with a processor or microcontroller. Many video games are video games due to the production of moving image display on the TV screen or computer monitor.

variety of computer games

Video games are divided into the following (Based on the style of play and graphics mode): Educational

- ❖ Driving games
- ❖ Strategy
   1- Turn Based Strategy
   2- Real Time Strategy
- ❖ Action-Adventure
   1- Stealth Action
   2- SurvivalHorror
- ❖ Platformers
- ❖ Simulation
- ❖ RhythmGames
- ❖ Adventure
- ❖ Fighting
- ❖ Puzzle
- ❖ Role-Playing Games
   1- Computer RPG
   2- Japanese RPG
- ❖ Sports
- ❖ Maze games
- ❖ Action
- ❖ Shooters
   1- Third Person Shooters
   2- First-person shooters

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A study by Price Waterhouse Coopersannual emissions (PWC) was published in 2013 showed increasing computer games online users (Figure 1)
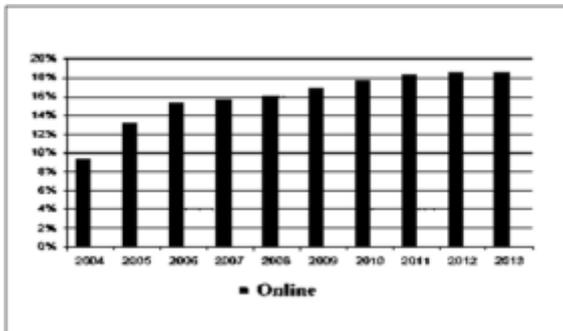

Figure 1. The use of online games from 2005 to 2013

Also you can see the use of computer games based on game type among adults and children Charts. On the contrary was seen, Playing cards are popular among adults.Of course, strategic games were in second place (with small distance)..(Figure2)
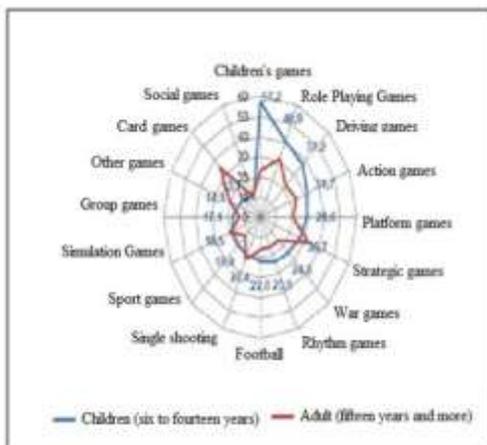

Figure 2 - Evaluation of the use of video games, based on the type of match between two groups of children and adults
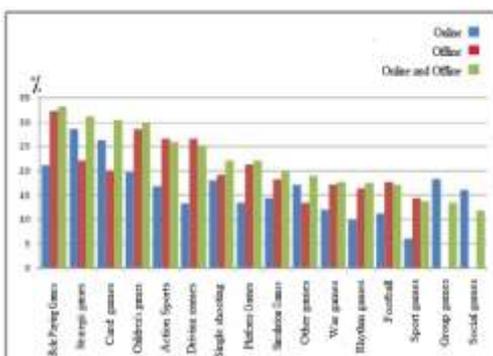

Figure 3. The evaluation of the use of video games, based on the type of game in both online and offline

The frequency and amount of time spent on computer games

In online environment, the number of daily players (people who use of computer games daily) is more than the weekly players, the monthly players and seasonal players. But the result did not apply in the offline environment weekly playersis more than other players. (Figure 4)

They spend much of their time for this game? As you can see in Figure 5 the highest number of players spent 1 to 2 hours for these games.
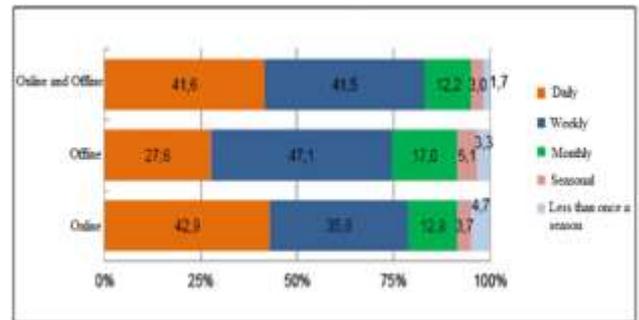

Figure 4 - The use of computer games based on the epeated, in online and offline mode
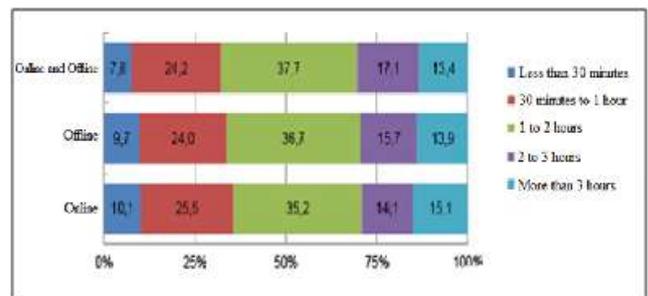

Figure5- the use of computer games based on the amount of time spent on online and offline modes

The number of weekly players is higher among children than adults, the number of the daily players is higher among adults than children, alsoboth children and adults spent 1 to 2 hours for these games.In online mode, players use these game on all days of the week, but in offline mode, they use on weekend.
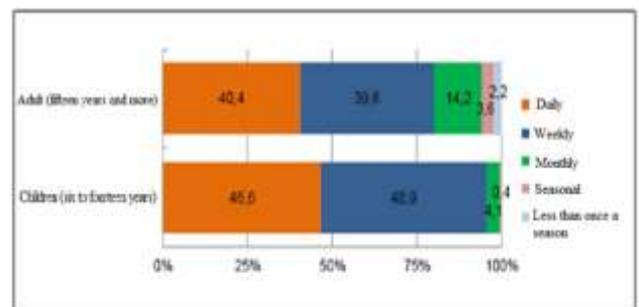

Figure 6 - the use of computer games based on the amount of time spent between two groups of children and adults
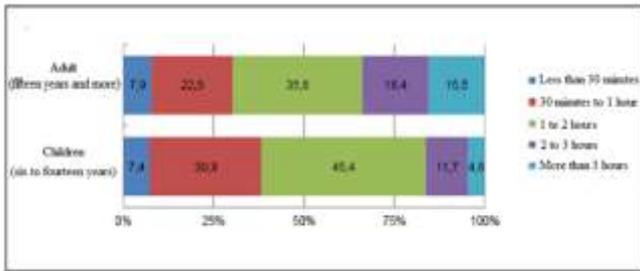
Figure 7- the use of computer games based on the amount of time spent between two groups of children and adults
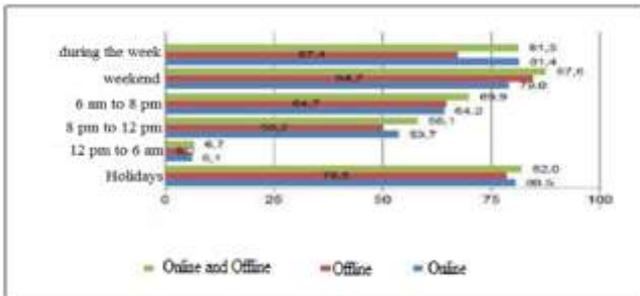

Figure 8 - The use of computer games based on time use in offline and online

In addition,according to the classification of "subjects searched on the Internet" Computer game by search engines were among the highest rates of Internet search with 41% of internet users.(Figure 9)
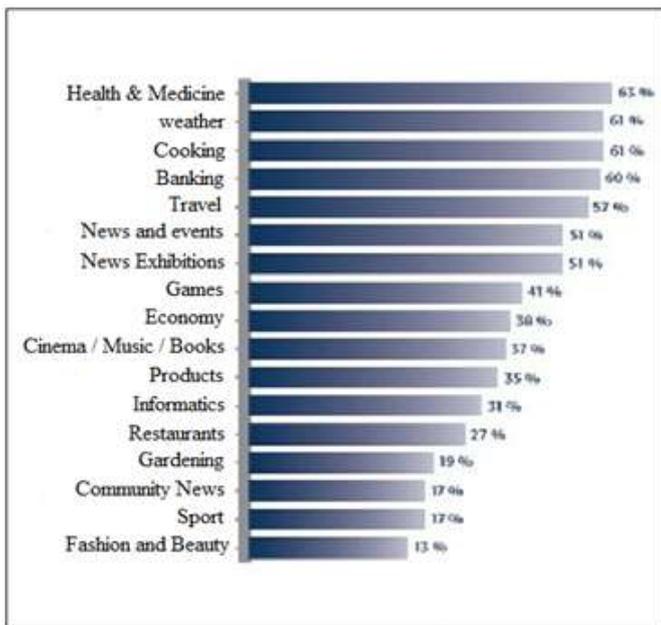

Figure 9- The use of search engines by subject

The use of educational computer games
The research was published in July 2013 published by the National Centre for Cinema and Motion Picture Paris that amazes all.This research was focused on the 28.9 million

sold in 2012 games. There was a surprise, at all games (with the exception of group games and educational) levels, players are decreased from 2008 to 2012 andInstead, team games and training had increased over the years.(Figure 10)
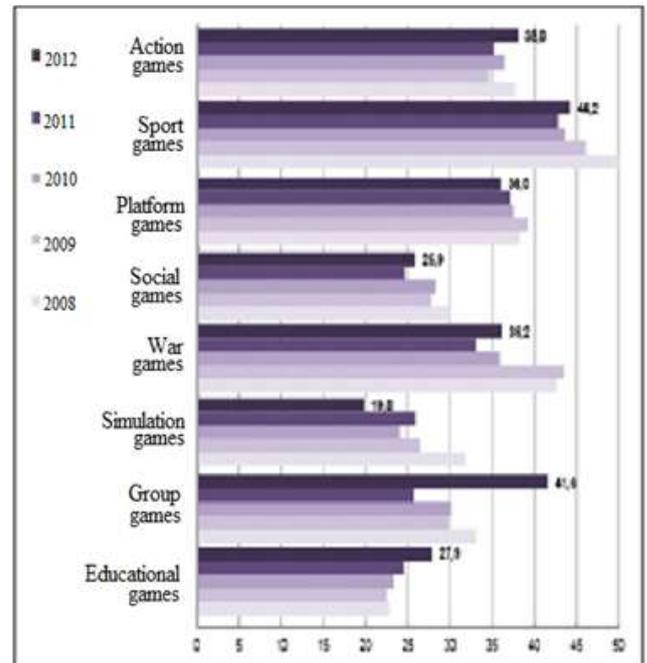

Figure 10. The use of computer games according to game type from 2008 to 2012

IV. Conclusion
Studies show that with the advent of computer and communication revolution and the Internet, computer games are also popular in today's world and of all ages. In such games should not be viewed solely as a hobby and means of passing the time, but can be used for educational purposes. Of course we should not forget that making this game and their classification must be done by experts and professionals. Families and schools can increase the positive impact such games.But as noted in this article, despite the positive potentials mentioned, unfortunately statistics show that these Games will not help for learning and education yet.Is not better to use these games properly more?

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