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ENGL231C

27 September 2025

Dear Professor, Van Dore,

The average teenage spends has spent more hours playing video games than in the classroom. The topic I am exploring is the uses of gaming in the learning environment, more specifically, **how it can better enhance and impact teaching and learning in classrooms**. The topic is an important subject because it highlights another way the education system can be further developed to help students learn. It shows the variety of different effects that incorporating gamification can lead to improving student growth and skill development. Such as promoting better engagement in the classroom, fostering critical thinking and problem-solving skills, and creating better teamwork and bonds between classmates.

I have played video games since I was 5 years old. Gaming has given me skills in various areas and a mindset that has improved my focus and learning in school. In addition, I have experienced myself in classes I have had during my time in school the results gaming can bring. It has invited more participation from students by creating a firsthand and visual representation of the subject in question. The increased participation had also increased the amount of competition among students that drove a focus on learning to win. It provided a fun way for students to learn the subject and be direct instead of just listening and reading the teachings.

Garcia asserted that “incorporating video games into education offers a dynamic way to make abstract concepts more tangible and engaging” (20). This comes from his article “Using Video Games to Achieve Academic Standards.” It details the ways in which different video games can be brought into each subject to enhance a specific skill or thinking from the student. Marino reports that students “made connections between the virtual worlds in the games and their experiences in class” (97). Marino and other researchers told this in their article “UDL in the Middle School Science Classroom: Can Video Games and Alternative Text Heighten Engagement and Learning for Students with Learning Disabilities?.” This article shows the research collected to see if using video games could help improve student learning of those with learning disabilities. Schiner reports that in an interview, teacher Gianas explained, *“The books we were reading were outdated and boring”* (6). This comes from the article “Game On: How to Empower Students to Learn and Play through Gaming.” This article explains on how bringing gaming

to learning can assist with student engagement and encourage them by bringing the subject to them in an exciting way.

Works Cited

Marino, Matthew T., et al. “UDL in the Middle School Science Classroom: Can Video Games and Alternative Text Heighten Engagement and Learning for Students With Learning Disabilities?” *Learning Disability Quarterly*, vol. 37, no. 2, 2014, pp. 87–99, https://doi.org/10.1177/0731948713503963.

Garcia, Chris. “*Using video games to achieve academic standards.”* Edutopia, 25 Sept. 2024. https://www.edutopia.org/article/using-video-games-school Accessed 28 Sept. 2025

Schiner, Nick. “*Game on: How to empower students to learn and play through gaming*.” Digital Promise, 13 May 2022. https://digitalpromise.org/2022/01/06/game-on-how-to-empower-students-to-learn-and-play-through-gaming/ Accessed 28 Sept. 2025