ABSTRACT

This project presents a digital game-based learning as an innovative methodology that takes full advantage of the educational potential offered by digital games to aid learning of concepts. The project focuses on the use of games as a mode of learning in the classroom while exploring all learning theories that supports it. This mode of learning is designed to promote a collaborative learner-centered environment to which students will relate and respond. An interactive learning environment is developed for the sole purpose of learning matrix which helps build critical thinking skills and the ability to integrate and evaluate real world scenarios. The effectiveness of this approach was assessed and it shows that it can improve students’ motivation and performance in mathematics education.