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The Role of Digital Games in Children'S Life

Extended summary

Both traditional and contemporary approaches in education consider games to be the most natural form of teaching and learning. Games contribute to spontaneous learning, interactivity, and dynamics in the process of acquiring new knowledge and developing relevant skills. In this modern digital age, digital types of games have been developed which are now increasingly becoming a part of the world of children and young people. The modern world and the incredibly fast development of information and communication technologies have spurred the transition from traditional to digital games. Children and young people are increasingly playing digital games, either for fun, or for acquiring new knowledge and skills. Given the enormous presence of digital games in children's lives, the common question is whether these games can be used and how they can be used for teaching and learning. The paper presents the results of an empirical research conducted among the pupils of the third and fourth grades of primary school in Serbia. The research sample consisted of 308 participants from different primary schools, both public and private. The obtained results show that the respondents in 100% of their responses confirm that they play digital games, mostly for fun and entertainment, but a considerable number of the respondents state that they use digital games to discover and learn new content and knowledge. The research indicates that there is a huge discrepancy between private and public schools in terms of using digital games and encouraging pupils to learn through these games. It is interesting to note that the data show that the pupils are generally

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highly motivated to learn and revise the educational content using digital games, and this observation gives room for further questions, such as: How can digital games be adapted to the teaching process and included in the process of exploring, discovering, and acquiring new contents through understanding, games, and spontaneity?

Keywords: children, education, learning, digital games, play.

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