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Type: Oral presentation

# Educational games in teaching physics

Thursday 3 July 2025 16:10 (20 minutes)

The paper presents dissertation research focusing on educational games in physics education. The research aimed to map the key factors that influence the successful use of games in the process of teaching physics in upper-secondary schools. In the research process, five new educational games were designed. These games were introduced into the teaching of physics in upper-secondary schools. Data was collected through observation of the gameplay, discussions with students, questionnaires for students and interviews with teachers. The data analysis is still ongoing, and the final results will be presented at the conference.

## **Education level**

Age 15-18 (Secondary education)

### **Physics topic**

Full curriculum

### **Research focus**

Active learning

### **Research method**

Educational design research (Qualitative research)

### Organizing preference criteria

Research focus

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Session Classification: Parallel oral presentations

Track Classification: Instructional strategies & Curricula (INSTR)