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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

Authors: JANIGA, Ladislav; HAVERLIKOVA, Viera (Comenius University in Bratislava, Faculty of mathematics, Physics and Informatics)

Presenter: JANIGA, Ladislav

Session Classification: Parallel oral presentations

Track Classification: Instructional strategies & Curricula (INSTR)