

Application of Role-playing Game Strategies in Teaching and Learning High School Physics

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The National Statistical Office reported that persons between 15 and 24 years used the internet more than other groups, with 65.4% of their time being spent playing online games, especially role-playing games (RPG). Examples of RPG are Ragnarok and Dungeons and Dragons. A RPG is a game in which each participant assumes the role of a character generally in a fantasy or science fiction setting that can interact within the game's imaginary world. RPG is a type of cooperative game play that promotes creativity and teamwork specifically. The use of RPG in the classroom has become accepted by educators. In this research, the prominent characteristics of RPG were applied into the design of teaching and learning sequences that involved the completion of missions such as solving problems, quests, and conversations, and teaching others. The participants in the study were 29 grade 10 students in grade ten in Srisaket province. Results showed a strong positive relationship between students' experience levels and achievement scores after application of RPG Strategies in teaching and learning. Therefore, it can be concluded that the teaching and learning sequences were effective.

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