

Effects of Online Educational Games on Students' Learning, Satisfaction and Motivation

Bomi Kang

Wall College of Business Administration

and **Sophia Tan**

Spadoni College of Education

Abstract: Several educational researchers claimed that learners would be more interested, competitive, and motivated as a result of using games to assist learning. While the effects of educational games in learning are well studied, there is little attempt made in researching online/digital game-based learning. This study proposes that the use of online games in the technology-related class would increase students' motivation to learn, their course satisfaction, and learning achievement in comparison with more traditional class assignments such as worksheets. The research will be conducted in four different technology-related undergraduate level classes. The result will present how effectively online educational games facilitate students' learning and it's implication on future course development.