

AUGMENTATION OF CONTEMPORARY EDUCATION THROUGH VIDEO GAMES IN DIGITAL HUMANITIES

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ABSTRACT

Digital technologies develop rapidly day by day in every field, and human beings need to be equipped with the latest development in their career. At the time of Covid-19 lockdown period, education flourished and shared knowledge employing e-quiz, webinar, workshop, online classes and online examination. Through the development of latest technology, learning can be understood from a different angle which can be a motivational factor for beginners. It reduces human power and time. People think ahead and predict the future in advance. It speeds up workflow processes and focuses on specific things rather than complicated. It has made the information immensely more reachable. It trains the next generation humanist to be more potential and intellectual to face the hardships in their life. Students and scholars can learn anything and everything through their palm by mobile phone and laptop. The present century made the children born with technology. Video games are the latest and fastest mode of learning device sometimes may lead to addiction. Oxford Professor will train even a remote man from the village using the latest digital humanities would be next elevation of teaching.

Keywords: Digital technologies, e-quiz, webinar, Video games, digital humanities

INTRODUCTION

Covid-19 pandemic disease behaves as an eye-opener in the field of teaching and learning employing digital mode. In the starting of the twentieth century, everyone felt the internet and video games are meant to kill time and waste of energy. All their assumptions came to an end through a digital classroom. In the lockdown period, the classes are conducted online or through e-learning strategies. The assignments are assigned through e-quiz, and their home study has monitored by a rapid online test. The academic content has also broadcasted through radio, podcast, television, what's up, Google meet and Zoom app. The assigned work has regularly monitored by the teacher. According to the feedback, they improve the quality of their education. The review and development would accelerate the educational strategies to the advanced level.

Learning through digital humanities will promote and support digital research and teaching in every discipline, and a large number of researchers got benefitted by this. Digital humanities links and combine different data sources to view the information quicker with the database. It helps the reader to search the data more accessible and able to link relevant background materials for the needy themes. It also teaches the students to learn and experience the e-learning methodology in the classroom. It provides beginners with a common platform to enhance their knowledge in project development and builds teamwork among their team members. It also paves the way for the initiatives to take part in various conferences where they get the opportunity to share ideas and develop future collaborations with the inventors. It helps to create new findings in multiple arenas and evolve as a digitalized world.

The expanded idea of digital humanities includes innovative teaching and learning method by implementing video games to increase problem-solving and enhances the habit of completing the task with a sportive spirit. In recent time, video games become popular among all. The mentors take advantage of creating healthy competition among children by developing e-quiz, spell bee, rebus puzzle, and online classes with an interactive section which would make the students to the next level. Some games like the blue whale and other misleading free games are also available on the internet. The parents have to take initial steps to block trivial games and motivate students to develop ethically and morally by focusing task.

The expanded idea of digital humanities includes innovative teaching and learning method through implementing video games to connect it globally. In recent time, video games are popular not only among the kids but also for the youngsters and elders are even spare their precious time. The video games give relaxation and put in a comfort zone for the mind to relieve from all the tensions which we face in our mundane life. It also develops helping tendency among the peers and able to build cooperation and sharing among them. It promotes concentration and effort, which will help them to do better all the aspects of their life. It is highly interactive and adaptive. It instructs the players to pay constant attention to the game, which will never allow them to get deviated physically and emotionally.

On the other hand, games with violent content induce the mind of the players to act violently and aggressively. Sometimes they tend to create mental instability, which leads them to choose the wrong path. Studies have proved that those who spend more time behave abruptly and involve in antisocial tendencies. It may also lead them to imitate the violence and suffer from anxiety. Those who are being addicted have become isolated in the society which creates mental chaos. Parents and mentors have to guide their kids to choose correct games to stimulate their brains and achieve supremacy at a young age.

Video games help the person to spotlight entirely on a particular aspect without missing any crucial elements in their life. It improves one's visual ability in all aspects of their life. Video games assist to get better picture quality more vividly to observe and do the things in a better manner. Some may comment that video games make the person lazy and lack of concentration in studies. But research proves that it enhances our brain to be more active and be conscious of the work. It also helps the person to think critically and improves the ability of learning. It increases their speed and helps them to maintain their health to be fit and powerful.

Video games never let the person give up in the middle at any task. They may take it as a challenge and see the various possible ways to overcome and may tackle it hopefully. They acclimatize this same technique in their life and face the adversity in a challenging way. Through video games, kids build a relationship with peers, and it develops unity among them. It always makes the person cheerful and healthier. Perseverance and workaholic temperament positively improved through the games. The shyness among players gone out once they started to play, and their adventurous ability to prepare them to compete with anyone, and they find the solution to reach the goal.

In contrast, games never let the children differentiate between reality and fantasy. They are getting addicted to the games, and it eats up their time. Because of this, children lose interest and fail to concentrate on their studies. They do not spend more time to interact with their elders and parents. Sometimes, video games will lead them to be isolated and lose interest in the environment that surrounds them. They forget their surroundings, and they think that games are the real world for them. They become introvert and cannot able to face the problems courageously. They fail to show interest to play outdoor games with their age group children. Continuous playing of video games may slowly develop laziness in their attitude, which affects their physical and mental growth. This languid nature increases their weight, and they are physically unfit to do their regular work.

Few games may help them to develop critical and logical thinking skills, but at the same time, it may also establish a violent attitude among children and adults. It creates an aggressive nature and lousy mind-set. It slowly poisons the mind of an adult. It does not allow the person to mingle and interact with their neighbourhood and to their family members. When the children play video games regularly, they get tiredness, and occasionally they lose their patience and tolerance. Due to exceeding exposure to usage of video games, children and adults do not get sound sleep which results in a nightmare.

To prevent young people from their addiction, parents must observe and monitor their kids. They must discipline their children by teaching moral values and must insist on them the adverse effects of playing games. Parents should not allow their children to spend more than two hours per day in gaming. Parents must encourage children to play indoor games like chess and spend time with them by telling moral stories and teach good things to them. Video games are only for mind relaxation and stress relief. Set limitations for yourself and be cautious about the time which we spend.

UGC gave guidelines to follow for the next academic year 2020-2021. It recommends the class twenty-five per cent of the syllabuses are to be covered through online. Information and Communication Technology (ICT) would lead to enhanced learning in future material preparation. Then Universities adopted simplified online exam to test the students. UGC further approved the conduct of Viva-Voce for M.Phil. and PhD through video conferencing. The present generation students learnt to educate themselves through the latest technologies and from reliable resources. Media literacy would authorize students to become critical thinkers and problem solvers. Thus the contemporary Digital learning would develop students as good communicators and active social responsible citizen with a wide range of digitalized acquaintance.

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