

Games can be used as a support tool to complement traditional teaching methods to improve the learning experience of the learners while also teaching other skills such as following rules, adaptation, problem solving, interaction, critical thinking skills, creativity, teamwork, and good sportsmanship.

According to research, using games in teaching can help increase student participation, foster social and emotional learning, and motivate students to take risks. One study of the popular multiple-choice quiz game Kahoot found that it improved students' attitudes toward learning and boosted their academic scores. It allows them to experiment through trial and error, find solutions to problems, work out the best strategies, and build new confidence and skills.

