

Study on Existing Literature in Terms of Internet Gaming

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Abstract: *Over the past decade, educational games have experienced a surge in popularity. There is a wide selection of educational games, as well as a diverse range of other games. Entertaining educational games that have been successfully utilized. The objective of the EduGameLab initiative is to promote the utilization of games in the educational setting. This study presents a meta-analysis of the effectiveness of game-based learning, focusing on empirical data from the past ten years regarding the utility of using games in education. Additionally, the research centers on organized educational settings, including pre-school, elementary school, secondary school, high school, and higher education.*

Keywords: internet games; education; literature survey; effectiveness