Are Educational Games Worth the Effort? A Review of the Literature on the Usefulness of Serious Games

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Abstract: *Educational games have grown in popularity during the previous decade. There are numerous instructional games available, as well as a variety of other games. Educational games that have been effectively used as entertainment. The goal of the EduGameLab initiative is to encourage the usage of games in the classroom. This research gives a meta-analysis of the efficacy of game-based learning, with an emphasis on empirical data from the previous decade on the usefulness of employing games in education. Furthermore, the research focuses on structured school environments, such as pre-school, elementary school, secondary school, high school, and higher education.*

Keywords: Games; Education; Literature Survey; Effectiveness.

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