

Education through E-Sport: Impact of Digital Games on Cognitive Skills of Management Undergraduates.

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Abstract

The main purpose of the study was to address the association between digital games and management undergraduates' cognitive skills improvement in University of Kelaniya, Sri Lanka. The present way of distributing education to the undergraduates, the industrial dissatisfaction with graduate skills and attributes, and the remarkable growth in numbers of playing Digital games have stimulated this study to be conducted. This study will be a new platform to the Sri Lankan undergraduate management education. The survey was conducted by undergraduates (N=40) who were playing Digital Games usually in the Management faculty of the university. The researcher reached to the population under the snowballing sampling method while generalizability of this study's findings is limited by the nature of the sample. The targeted group was evaluated by distributing two questionnaires to measure the association between The Game Engagement Level and Cognitive Skill Level through the method of Correlation. A chi-square test was used to analyze the impact of the game engagement on cognitive skills of the undergraduates through the extents of Flow level, immense level as well as the Disassociation level of digital gaming. There had been generated three models to describe the statistical relationship between digital games of management undergraduates' and cognitive skills improvement of them. At the end of the study, data analyses showed that the gaming approach was more effective in promoting students' cognitive skills concepts and they are associated significantly at 0.05 level of significance. And the findings confirmed digital game based education is more motivational than typical pedagogical approach. Despite there are important requirements, this study sheds light on the mixed effects in the game based education and transfer literature and offers a novel and potentially practical training approach. Still, more research is needed to determine the real-world benefits of computer programs such as casual games.

Keywords: Education, Management Undergraduates, Cognitive Skills, Game Based Learning

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