How do the pedagogical models appear in learning with games? Case: MissionMaker in Hyhky primary school.

Information- and communication technology is developing rapidly and its use is becoming more common in school context. The problems of introduction of new technology have been the most common challenge. ImmersiveEducations MissionMaker game engine offers a new and exciting way to improve teaching and promote learning in meaningful context.

The theoretical base of the study explains the learning theory and different pedagogical models which are related to the use of learning games. The data section aims to investigate how different pedagogical models appear in learning with games. The goal of this study was to find and identify the different phases and elements of the pedagogical models in this kind of game making project. The research material was collected in collaboration with the Hyhky primary school. The research material consist of the children's games, game documentations and teachers interviews.

The research results show that MissionMaker can be considered as a teaching aid like any textbook, pen or paper, but the main difference is to use of information- and communication technology to support the learning process. MissionMaker enables students to design and manufacture their own games by combining a variety of models, characters and props to create their own virtual gaming world. Theory of the game topic and the students' imagination combines into the virtual gaming world. According to this study, MissionMaker seems to support students' learning in a variety of important features such as social skills, problem-solving ability, logical reasoning ability and perseverance. The motivation of learners can be contributed by new virtual learning environments in normal school day.