

ICETOL

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2nd INTERNATIONAL CONFERENCE ON
EDUCATIONAL TECHNOLOGY AND ONLINE LEARNING

[**Abstract Proceedings**]



23-26th of June, 2022

Ören, Burhaniye (Turkey)

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**2nd INTERNATIONAL CONFERENCE ON EDUCATIONAL TECHNOLOGY
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Game-Based Teaching in Teacher Education: A Systematic Review

Sevim Aydın

Mudanya University

Yasemin Bertiz

Kırklareli University

Nuray Parlak Yılmaz

Bursa Uludağ University

Today, technological tools have entered almost all fields and have been used extensively. Games have inevitably been affected by this process and games have become played in virtual environments with digital tools. Today, people of all ages interact with games and children can spend long hours playing games without getting bored, and the results of the research have paved the way for the use of games in education. The research, it is aimed to systematically deal with the studies on game-based teaching used in teacher education. The distribution of these studies by years, the distribution of their methods, data collection tools, data analysis methods, keywords, citations and country distribution of citations were revealed. Advanced search modules ERIC, EBSCO, Web of Science and TR Index are used. Keywords in the search are “game-based teaching” or “digital game-based learning”. Among the research articles, articles used as teaching methods and educational studies in higher education were taken. In this context, the PRISMA statement was used in research and report creation. The obtained data and results were analyzed by discussing with other findings obtained from the literature.

Keywords: Game-based teaching; teacher education; higher education; systematic analysis