

# Learning Biology through Digital Games (DG) in Form Four Classrooms in Malaysia

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## ABSTRACT

**Purpose** - This study reports on the effectiveness of Digital Games (DG) in learning biology among Form 4 students in Malaysia. Likewise it presents the general overview of the students' interest and their problems while using digital games in the learning process.

**Methodology** - This study was conducted in a sub-urban secondary school in Kinta District, Perak. Six Form 4 students, consisted of four males and two females participated in this study. A qualitative research design was utilized to answer the research questions. Individual in-depth interviews and also laboratory observations were carried out to collect the data needed for this study. The data were analysed using coding. 'Verbatim Transcripts' were used to describe the data.

**Findings** - Analysis of the data revealed that digital games aroused students' interest as well as motivated them in learning biology. In addition, the results also indicated that students benefitted in the learning process by using digital games. On the whole, the findings of this study showed that students have positive perception towards the usage of digital games in learning biology.

**Significance**- The findings of the study will be beneficial to the students as they could apply digital games in their learning process and will make them more interested in the subject of biology. Students can use variety of digital games related to biology to enhance their understanding of the particular topic and make development in the subject matter. To the Biology teachers, this is an advanced teaching method whereby students learn by themselves and teachers facilitate.

**Keywords:** Games, Digital Games (DG), Digital Game Based Learning, (DGBL), Biology