

ACADEMICS' ATTITUDES AND PERCEPTIONS TOWARDS THE EFFECTIVENESS OF DIGITAL GAMES IN THE CLASSROOM.

- **Author(s):** ANDREWS P. MAQUILING, Ed. D Main
- **Abstract:** This descriptive -- survey determined the academics' attitudes and perceptions towards the effectiveness of digital games in the classroom in the Kingdom of Bahrain during the Academic Year 2018-2019. The respondents of the study include 93 teachers from selected universities in the Kingdom. Mean and standard deviation are used for descriptive statistics while T-test and ANOVA were utilized for inferential statistics. The study concludes that younger and new teachers tend to have better attitude towards the effectiveness of using digital games in the classroom relative to experienced teachers. Most of the respondents prepared to have been using Kahoot though not frequently. Significant difference was seen in age, sex, length of service, and academic discipline on the attitudes and perception of teachers towards the effectiveness of digital games in the classroom. And that their null hypotheses are rejected. Lastly, there is a significant relationship between the teachers' attitudes and their perceptions towards the effectiveness of digital games in the classroom.
- **Keywords:** academics, attitudes and perception, effectiveness, digital games