

導入數位遊戲於學童創造力之培育

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摘要

近年來的研究成果證實悅趣式數位學習有增進學習成效的可能，而本研究基於之前的研究成果進一步探討以數位遊戲應用於當前學者最為關心與待解的難題：如何有效地提升創造力？為探究此議題，本研究篩選出「Sheep's Quest」與「Arctic Quest 2」兩款數位遊戲為研究工具進行實驗。56名學童經過8次，每次50分鐘的「數位遊戲」活動後，其研究結果顯示實驗組參與者在「威廉斯創造力測驗」中的各向度，包括流暢力、開放性、變通力、獨創力、精密力、標題、想像及挑戰皆達顯著差異水準。由分析實驗結果證實了數位遊戲確實能刺激國小高年級學童創造力的提升。因此，適當地運用數位遊戲結合課程教學，應能有效輔助教師提升學生之創造力。

關鍵詞：創造力、創造力培育、數位遊戲

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Apply Digital Games in Creativity Enhancement

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Abstract

This study was investigated the possibility of apply digital game on creativity enhancement for elementary students. For this purpose, this study chose two digital games: “Sheep’s Quest” and “Arctic Quest 2” as research tools. The results indicated that these digital games have significantly effects in the creativity enhancement of experimental group. Especially in “Fluency”, “Unrestricted”, “Flexibility”, “Originality”, “Elaboration”, “Denominate”, “Imagination”, and “Challenge” of “Creativity Assessment Packet”. The findings of this study showed that digital games could be a valuable teaching material to improve student's creativity in the future.

Keywords: creativity, creativity enhancement, digital game

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