

## **Multi-Players Role- Playing Educational Serious Games: A Link between Fun and Learning**

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Abstract: Computer games became an essential source of entertainment for both children and adults. Additionally, the increase use of computer games encouraged researchers to investigate the use of computer games as an educational tool. Educational computer games have been recognized as a tool to provide students with intrinsic and extrinsic motivation during the learning process. This study introduces serious games as innovative educational tools. The main goal of the proposed approach is to face the current challenges due to the changes of students' characteristics and the requirements of the new education system. A Multi-players role-playing educational serious game was developed and tested to verify the effectiveness of the proposed approach. Moreover, promising results of using serious games to increase students' social interaction and their learning performance were obtained. The results indicated that playing serious games positively influence students' perceptions of social interaction as well as their learning performance.

Keywords: Serious Games, Collaborative Virtual Environment, Role-Playing Games