



My Digital Games and Me: Determining Digital Game Preferences from Children's Drawings (Ages 4-6)

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The preschool period includes a time when the development is the fastest, the fundamentals of the personality are created, the child is affected from his environment at a great deal and he is open to all kinds of learning. In this period, the child goes through in effort and activity by interacting with or observing with his or her peers, teachers, siblings, parents or other adults around him. There is no doubt that one of the most important activity of the child is the playing games. Game; although it seems to be an occupation of the child, it has also become an important interest in philosophers, educators and researchers. Various thoughts have been put forward at every stage of history related to games. Platon, an Ancient Age philosopher; stated that between the ages of 3 and 7 as a transition to the child's play and fairy tale, since it suggests that the child be trained physically and spiritually. Plato's student Aritoteles also emphasized that the child must be engaged with games and other activities until the age of five (fairy tales, stories, imitation plays, etc.). Among the ancient Roman thinkers, Çiçero and Quintilianus; it was recommended that education should begin in the more childhood phase and play games that enable children to good manner. Islamic educator Abu Hamid Ghazali; defined the game as giving the learner the strength that the student lost in the learning activities, the energy by refreshing his memory and prevents tired of studying. According to Ghazali, the play increases both the learning capacity and giving rest to child. When game and child relations are examined in the development history of mankind, the play-child pair has become an important field in the last century. The play has an effective role on all the developmental areas of the child; It is also seen as the second important spiritual need that comes after the love. From this point of view, when it is difficult to eliminate the problems that a child devoid of love who suffers problems both the early and the adulthood, a child who is not engaged with the game will have difficulties in resolving problems. The children who are busy playing games sharpen their senses, increasing their abilities and skills. Because the child develops his mind, muscles, imagination and social skills through play, he also has the opportunity to try and reinforce what he sees and hears. Innovation and change brought by the 21st century is seen in the works of all kinds of professions and in the role of people in social life. This change and development has made it possible for computer technology to shrink and enter the pockets and increase the influence on children's games. The concept of the game, which has a history that goes back to untouched histories, has succeeded in maintaining its existence and significance by



updating itself or revealing the innovations according to the time. Computers which have almost penetrated every aspect of human life, have become a new platform for all ages of the game concept. Because it is a growing sector in the digital environment, 'digital games' have managed to attract the attention of both parents and educational researchers. Many researches have revealed that educational digital games have made significant contributions to children's learning. What is important here is that learning with digital games has a positive impact on the child, supporting its development and not directing it to harmful habits and negative feelings. The purpose of this study is to describe the digital games played by preschoolers through pictures they have drawn. A total of 194 children, 87 in the 4-5 age and 107 in the 5-6 age, participated in the study. The data of the study, which was carried out using scanning model of descriptive research methods, was collected through draw-and-tell technique and during the collection of the data, the children attending the study were asked to draw a picture related to digital games and to explain the picture they draw. Their explanations of the pictures were recorded on the activity paper by the researcher. When the data obtained from the study were analyzed, it was found out that that they usually play on tablets and the phone, they play different games such as sports, racing, strategy and mission.

Keywords: Preschool, Digital Game, Digital Game Drawings, Digital Gaming Environments, Digital Game Categories.



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