



PANEL 5 ÖZEL GEREKSİNİMİ OLAN GRUPLAR VE DİJİTAL OYUNLAR

Panel başkanı : Prof. Dr. Mukaddes Erdem

“...Fırsat Mı, Tehdit Mi?”

Panel sunumu – I

Eda Çiftçi (*Digital Games-Based Learning For Special Educational Needed Children*)

Panel sunumu – II

Seda Özer Şanal (*Disleksili Çocuklar ve Dijital Oyunlar: Alanyazın İncelemesi*)

Panel sunumu – III

Murat Kılıç (*İşitme Engelli Çocukların Eğitiminde Bilişim Teknolojileri ve Oyunlar*)



Panel Başkanının Sunumu

Individuals with Special Needs and Digital Games Opportunity or Threat

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In Summary

Learning is the natural ability to change the product of interaction.

Each individual can learn their characteristics and capacity by interacting with appropriate environments.

This also applies to special needs individuals.

The training of these children means giving them an education to remove them from the disabled, sometimes even in the face of obstacles.

Education is obliged to create appropriate interaction environments on the basis of individuality principle.

Digital games are an educational environment with present interaction areas.

They are unique with their features which can be personalized, have multimedia dynamics, repeatability, time and space flexibility.

They lead to learning, with or without awareness

Moreover, they are successful because they relate to the physiological mechanisms of the individual.

It is expected that they will be sensitive to conducting effective and desirable learning with a conscious orientation.

In this sense, the collaborative work of education and digital game developers and even other fields of work can produce meaningful results.

Every individual has equal rights to active participation in life.