

Abstract

The objective of this action research project is to investigate student-created interactive educational games focused on clearly identified learning targets which actively engage students in higher order thinking skills. The researcher collected quantitative data through pre and post surveys, observations, and interviewing during the game making process.

Results of the research show that though it is possible to create interactive educational games, experience with the new actionscripting language and better team development would vastly improve the quality of the games created.

The possible implications that arise from this study are huge when one thinks about student engagement with technology and the willingness of teachers to bring interactive games into the classroom.

