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The Impact of Computerized Educational Games in the Development of Imagination Skill of the Kindergarten Students in Badia of North-East Jordan

*Ismail Saud Al-Oun**

ABSTRACT

This study aimed at identifying the impact of computerized educational games in the development of imagination skill of the kindergarten students in Badia of north-east Jordan. The study was conducted in the first semester on (31) kindergarten students, representing the experimental group and (25) kindergarten students making up the control group. Both groups were randomly selected. For the purposes of the study, the researcher developed the computer software to be used in the study, prepared an educational program, and developed an imagination development test. To answer the questions of the study, statistical and descriptive methods including means and standard deviations as well as statistical analysis methods, including: analysis of covariance (ANCOVA) were used. The study showed that while there were statistically significant differences between the study groups in the development of imagination skill in favor of the experimental group, there were no statistically significant differences between them due to the sex of students. In light of the results of the study, the researcher recommended the expansion in the adoption of the use of software and computer games in learning and teaching in kindergarten. He also recommended that the Ministry of Education should produce educational computer software under the supervision of specialists from university professors, educational supervisors and teachers. Finally, the researcher recommended that further studies should be conducted to identify the impact of computerized educational games and their effectiveness in the different educational levels.

Keywords: Educational Games, Imagination skill, Kindergarten, Badia of North-east Jordan.

* Faculty of Education, Al-alBait University, Mafraq, Jordan. Received on 5/9/2011 and Accepted for Publication on 21/11/2011.