

## USING GAMES TO SUPPORT STUDENTS WITH SPECIAL NEEDS!

Andy Veltjen, Limburg Catholic University College, [andy.veltjen@khlm.be](mailto:andy.veltjen@khlm.be)

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Videogames can be a powerful medium to support learning in different ways. Today you can find dozens of studies that are proving the efficacy of digital game-based learning and how it can improve learning (e.g Does game-based learning work? Results from three recent studies, Blunt Richard, Ph.D. Advanced Distributed Learning). There is a big difference between traditional learning and learning with videogames. While traditional learning's objective is "what you learn", learning with videogames encloses "HOW YOU LEARN" as well! This method of learning presents the information in an amusing, realistic and interactive way. Students who often use educational games say: "You don't even know that you are learning"!

Since we are now sure that videogames can improve learning, we are now looking for answers how to integrate those videogames in our educational system. If we want to integrate a new educational tool, we have to take in count one of the important pillars of our educational system: "Everybody has to have access to Education". It has to be a goal that every student can profit from the benefits of educational videogames.

We are sure that a regular student has no problems to access and use videogames. But what about students with special needs? We can divide these students into 4 groups:

- Learning disability
- Visual disability
- Auditory disability
- Physical disability

For some categories, like visual or auditory disabilities, it's hard to find some solutions to have access to videogames because a videogame mainly consists of visuals and audio.

In this paper and presentation we will take a closer look at some possibilities how students with disabilities also can benefit from educational games. We will discuss some concrete examples for every group of disability. Developing games for these specific students does not always mean that we have to create totally different games. Some of the special built-in features can also be useful for a regular student.

### **Presenter:**

Andy Veltjen, MA  
Limburg Catholic University College  
Hemelrijk 25  
3500 Hasselt  
Belgium  
[andy.veltjen@khlm.be](mailto:andy.veltjen@khlm.be) +0032 497 53 35 88