



The Use of Baking Simulation Game to Enhance Student's Inquiry-based Learning

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Abstract

With the coming era of informational society, the ways of teachers' teaching and students' learning have undertaken a dramatic change. Ways of teaching and learning have undertaken dramatic changes. On campus, information technology has become a common support tool, making integrating it into teaching an inevitable trend, and applying the digital games as a learning platform has especially been a focus for many educational specialists. This study, including the knowledge of science, productized technology, and system development of the game as its overall structure, develops a baking simulation game which carries a mission of providing a meaningful assignment for learners to improve their cognitive construction by problem-based learning. Constructing a scenario that mirrors a real-world situation, learners can experience the procedure of productized technology in person and thereby acquire relevant knowledge; by operating the baking game, learners are no longer passive receivers of information, but a constructor and promoter of knowledge. It is hoped that while helping players release themselves from social and emotional restraints, the game can generate educational values by enhancing their learning effects and bettering their learning accomplishments.