



## Computer Games as Programming Education Tools

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### Abstract

Nowadays, a lot of basic systems from traffic lights to navigation devices run by using codes of a programming language. Computer programing is an important process consisting verbal and numeral skills together. During the education of this process, learners need to overcome some difficulties related to the algorithms, codes or compilers. The purpose of this study is to suggest a new approach for overcoming the difficulties or barriers to programming education process by using the facilitative and entertaining characteristics of computer games. In the study, students have programmed their own games as programming education project, namely computer games have been used in “Game to Learn” characteristic. At the end of the study, learners’ thoughts about the barriers that they experienced during the programing language education and developing computer game as project were investigated. Results showed that developing computer game as programming education project motivate the learners to overcome the barriers. Results obtained from the study presented by percentage frequency tables and interpreted by researcher. Recommendations were given for further investigation into more effective strategy in the teaching of programming languages.