Framework for Constructive Computer Game toward Empowering the Future Generation

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Abstract

The world of today has undergone a technological revolution that has drastically transformed society. The world is now accessible to every age group. One common application of modern computing among the younger generation is computer games. Although there are some advantages, many researchers have shown that they may be somewhat harmful to the growth and development of children. In this paper, the authors examine computer game use among youth, including the games they play and how constructive games can have positive development implications. One popular learning game is Scrabble (a trademark of the Hasbro Corporation). In this paper, the authors present the architecture of a constructive computer game, NigerScrab. NigerScrab is a version of the computer Scrabble game that is both entertaining and educational and has positive impacts on youth.