

Bibliography

- *A reservoir of Indian thesis.* (n.d.). Retrieved from Shodhganga: <https://shodhganga.inflibnet.ac.in/>
- Ajmeri, S. D. (2015). Effectiveness of language games in learning English for standard VIII.
- Almeida, L. C. (2012). The Effect of an Educational Computer Game for the Achievement.
- Bincy, T. (2016). Effectiveness of synectics model and gaming strategy on achievement and creativity in Mathematics among secondary school students.
- Chakrabarty, R. (2016). *Game-based learning benefits : The new education process that can change everything.* Retrieved from India Today: <https://www.indiatoday.in/education-today/featureophilia/story/game-based-learning-358375-2016-12-17>
- Dandawate, C. (2021). The effect of game-based instructional modules for German language on student's interest and classroom atmosphere.
- Degens, N. (2015). *A three-dimensional Modal for Educational Game Analysis and Design.* Retrieved from Researchgate: https://www.researchgate.net/figure/Three-Dimensions-of-Effective-Educational-Game-Design-An-important-part-of-this-dimension_fig1_279925287
- K, V. C. (2020). A lab view based stand-alone system to monitor the EEG and EMG of video gaming kids.
- Kebritchi, M. (2008). Effects Of A Computer Game On Mathematics Class Achievement and Motivation.
- Köse, U. (2015). A Research on the contribution of a Compute game-based Learning Environments to student's motivation.
- Kumar, P. A. (2014). Developing instructional models for the teaching of biology using the theory of multiple intelligences.
- Mahmoudi, H. (2014). The effect of computer games on speed, attention, and consistency of learning mathematics among students.
- Makri, A. (2017). *The effect of games and simulations on higher education : A systematic Literature Review.* Retrieved from Springer Open: <https://educationaltechnologyjournal.springeropen.com/articles/10.1186/s41239-017-0062-1>
- Masalegoo, S. S. (2013). Project-based learning in relation to thinking abilities and creativity among undergraduate students.
- Ministry of Education, Government of India. (n.d.). *Department of School Education and Literacy.* Retrieved from Ministry of Education: <https://education.gov.in/>
- National Research Council (US) Committee on Science Learning : Computer Games, Simulations and Education. (2011). *Learning Science through Computer Games and Simulations.* Retrieved from archive.org: <https://archive.org/details/learningsciencet0000nati/page/58/mode/2up>
- Raby, M. (2007). DimensionM. *Educational Action games puts algebra into Missions.* Common Sense Media. Retrieved from Common sense media.
- Rachel. (2017). *12 Engaging Way to practice adding integers.* Retrieved from Math Idea Galaxy: <https://ideagalaxyteacher.com/12-engaging-ways-practice-adding-integers/>
- Sharma, D. T. (n.d.). *Academic Achievement Motivation Test.* Retrieved from PDF Coffee: <https://pdfcoffee.com/academic-achievement-motivation-test19849298-by-dr-tr-sharma-1pdf-pdf-free.html>
- Shukla, A. K. (2020). Effectiveness of Games Based Learning in Teaching of Mathematics at Elementary Level.
- SpringerLink(Online Service). (2012). *Computer Games and new media culture.* Dordrecht, Netherlands.

- Thomas, R. (2015). Effectiveness of developed multisensory strategy on academic achievement of children with learning disability at primary level.
- *Transforming teaching and Leading*. (n.d.). Retrieved from United States Department of Education, US Government: <https://www.ed.gov/teaching>
- Vivekanandhan, B. (2016). The study of the effectiveness of E-learning in the functional literacy program among the illiterates.
- Wright, J. (2011). The effects of video game play on academic performance.