

An Analysis of Students' Intention to Use Ubiquitous Video Game-Based Learning System

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Abstract

This study analyzed students' self-report on their intention to use an ubiquitous video game-based learning system. Participants were 30 college students in Taiwan. They completed a questionnaire measuring their responses to six constructs which formed a research model based on Technology Acceptance Model. Structural Equation Modeling was used as the technique for data analysis. Results showed that attitude and intention were significantly explained by perceived playfulness. Additionally, perceived usefulness was significantly explained by perceived ease of use. Limitation and future research directions are also discussed.

Keyword : technology acceptance model; game-based learning; ubiquitous learning