

# Introductory C Programming Language Learning with Game-based Digital Learning

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## Abstract

Educational game, motivates learners, is full of entertaining. Learners can practice and challenge themselves in an interactive game. In order to become formal tools in everyday teaching/learning process, we create Bomberman game which is included most concepts in introductory C programming language. It brings modern education concept in concert with the classical teaching and laboratory work. Learners can view the learning materials, reading/writing C codes, solving problems with C codes to control the movement of the Bomberman accompany with game music. Bomberman game combines continuous challenge, interesting storyline, fun and realism. This vivid learning environment can engage students spending their precious time for extensive practice since students have highly motivation to win the game. We hope that we have shown a new method for educational practice with game-based digital learning for teaching C programming course.

Keyword : Introductory C Programming Language Learning, Game based learning