WEBQUEST-ONE OF THE MOST FASCINATING APPLICATION ON THE WEB FOR INSERTING THE ROLE-PLAYING GAME IN EDUCATION

Olga Shevtsova

Vladivostok University of Economics and Services (VSUES)
41 Gogolya street, Vladivostok, Russia

ABSTRACT

WebQuest is both the game and education. It is the most interesting promising and authentic activities and role-playing game at the same time. By incorporating role-playing students (players) learn to look at issues from multiple perspectives.
WebQuest is defined as an inquiry-oriented activity in which the information used by learners is taken from the Web.
It is possible to create WebQuests according to the needs of learners or evaluate and adapt the existent ones.

KEYWORDS

WebQuest, Internet, education, game, teaching, learning.

1. INTRODUCTION

Is it possible to learn with fun and obtain deep knowledge from games? The positive answer depends on the games offered to the learners.

This paper provides benefits, descriptions and ways for creating WebQuests (further WQ) as well as our department's experience in evaluating and adapting the existent WQs for a role-playing game.

How does WQ work? Students (players) are given some information about the problem. Then, every student has his own role or task. While playing the role and analyzing the sites, selected by the teacher, they become "experts" on a certain aspect of the problem. So, finally, they complete real world task and create a presentation or a product to demonstrate their knowledge. The role of a teacher is to guide the process by providing the right resources and giving comments.

Our experience in using WQs reveals some problems. Without web access one cannot create or make WQ and limited access to the computer class and technical problems makes the process not so easy. Another problem is the selection of material. It takes a lot of time to find the material of high quality and the right difficulty depending on the level of students. And the last (but not the least), the links the teacher find in the Internet might disappear and the teacher has to have some additional links.

But anyway WQ is worth the efforts and time as it develops creative thinking, communication, group work and motivates students in further learning.

2. WHY?

WQ is both the game and education. First of all a good WQ makes learning (and teaching!) much interesting. WQ allows students develop their critical and creative thinking skills and shift the focus from Global to Local level [Tom March, 2003].

"Schools often engage students in collecting answers, in accumulating information but essential questions require that students spend time pondering the meaning and importance of information."

Motivating students for life long learning is important for future of education. We should take into account new ways of accessing the world. WQs are among the most fascinating applications on the Web.