## Making Learning Fun: Educational Concepts & Logics through Game

Abdulaziz ALSUBAIE, Mohammed ALAITHAN, Muath BOUBAID, Noor ZAMAN

Computer Science, College of Computer Science and Information Technology

213117178@student.kfu.edu.sa, 212531014@student.kfu.edu.a, 213132891@student.kfu.edu.sa, nzaman@kfu.edu.sa

*Abstract-* Children are torches that light our future; however, children do not know what is best for them. Children often waste their time procrastinating from studying or doing their homework. That time could be spent on developing their knowledge and for learning new skills. Education is not agile, it follows strict rules and doesn't allow kids to be creative, thus, it puts walls between kids and their education, in which, kids lose interest and stop improving themselves. With these walls, kids refer to non-educational entertainment, such as, cartoons that do not provide moral lessons, any kind of knowledge, or develop their skills. An educational video game is a simple trick to get kids to be interested in education, the video game will teach them math and logic concepts. Such as addition, subtraction, division, multiplication ...etc. Video games in general also develop amazing skills, such as, hand-eye coordination and improve concentration by giving kids real-time challenges that require fast reactions.

Keywords- Education, Logic, Game, Concepts, Unity Engine, Learning



Abdulaziz AlSubaie, is a Computer Science undergraduate at College of Computer Sciences and Information Technology CCSIT, King Faisal University, Saudi Arabia. He was born in June 1994 in AlAhssa City, Saudi Arabia. He is a research-oriented student with good skills in game development and programming.



Mohammed AlAithan, is a Computer Science undergraduate at College of Computer Sciences and Information Technology CCSIT, King Faisal University, Saudi Arabia. He was born in Jan 1994 in AlAhssa City, Saudi Arabia. He is a research-oriented student with good skills in game development using Unity and other related software and tools.



Muath Boubaid is a is a Computer Science undergraduate at College of Computer Sciences and Information Technology CCSIT, King Faisal University, Saudi Arabia, his major is computer science (CS). He was born in April 1993 in AlDammam City. He acquired SAP Certified Development Associate – ABAP with SAP NetWeave in 2016.



Dr. Noor Zaman acquired his degree in Engineering in 1998, and Master's in Computer Sciences at the University of Agriculture at Faisalabad in 2000. His academic achievements further extended with PhD in Information Technology at University Technology Petronas (UTP) Malaysia. He has vast experience of 17 years in the field of teaching and research. He is currently working as an A. Professor at College of Computer Sciences and Information Technology, King Faisal University, Saudi Arabia since 2008. He has contributed well in King Faisal University for achieving ABET Accreditation twice, by working as an active member and Coordinator for Accreditation and Quality cell for more than 09 years. He takes care of versatile operations including teaching, research activities, leading ERP projects, IT consultancy and IT management. He headed the department of IT, and administered the prometric center in the ILMA University formerly

Institute of Business and Technology (BIZTEK), in Karachi Pakistan. He has worked as a consultant for Network and Server Management remotely in Apex Canada USA base Software house and call center. Dr. Noor Zaman has authored several research papers in indexed journals\international conferences, and edited seven international reputed Computer Science area books, has many publications to his credit. He is an associate Editor, Regional Editor, Program Committee, Keynote Speaker and reviewer for reputed international journals and conferences around the world. He has completed several international research grants funded by different bodies and currently involved in different courtiers for research grants. His areas of interest include Wireless Sensor Network (WSN), Internet of Things IoT, Security, Mobile Application, Ad hoc Networks, Cloud Computing, Big Data, Mobile Computing, and Communication and Software Engineering.